# The Game Design Document: an example

*(Source: Game Design Workshop by T. Fullerton)*

NOTA BENE: this outline is a list of *suggested* topics. Please exclude from your document the items that do not apply to your game (e.g.: the does not have a story with subplots, etc.)!

NOTA BENE 2: the final version of the GDD should be complete (i.e. it describes the whole game) and it must include a section that summarizes which are the parts of the game that have been included in the prototype. Otherwise, we will expect that everything described in the GDD have been developed …

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Add a cover page including at least:

* Game title
* Team name + team members
* Academic year
* Team/game logo/concept art

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### Design History

This section tracks the changes made to the document.

### Vision Statement

Statement of the vision of the game: 500 words max to capture the **essence** of the game.

**2.1 Game logline**

Describe the game in one sentence.

**2.2 Gameplay Synopsis**

Describe how the game plays and which the user experience is (2 pags max) in terms of: uniqueness, functioning and core mechanics, setting, look and feel.

### Audience, Platform, and Marketing

**3.1 Target Audience**

Describe the demographic you are targeting (age, geographic location, player type, etc.).

**3.2 Platform**

Describe on which platforms your game runs and why you choose them.

**3.3 System requirements**

What is required to play the game, justifying your choices.

**3.4 Top performers**

List the top-selling games in the same market.

**3.5 Feature comparison**

Compare your game with competitors.

### 4. Legal Analysis

Copyrights, trademarks, licensing agreements, etc.

### 5. Gameplay

**5.1 Overview**

Description of the core gameplay.

**5.2 Gameplay description**

Detailed description of how the game functions.

**5.3 Controls**

Map out in detail the game procedures and control.

**5.3.1 Interfaces**

Wireframe (with description) of all the interfaces you need.

**5.3.2 Rules**

Description of the rules of the game.

**5.3.3 Scoring/winning conditions**

Detailed description for each play mode (es. multiplayer, single player, …).

**5.4 Modes and other features**

Describe game modes (es. multiplayer, single player, …).

**5.5 Levels**

Design for each level.

**5.6 Flowchart**

Flowchart that lists every areas and screens that should be created.

### 6. Game Characters

**6.1 Characters design**

Description and attributes of every character (if any).

**6.2 Types**

**6.2.1 PCs**

**6.2.2 NPCs**

Any NPCs should be described in detail (properties and functionalities): monster & enemies, friends & allies, neutral, other types, guidelines, traits, behaviour, AI.

### 7. Story

**7.1 Synopsis**

Max 2 pars. To describe the story (if any).

**7.2 Complete story**

Outline of the complete story that mirrors gameplay.

**7.3 Backstory**

Any important elements not directly tied to the gameplay.

**7.4 Narrative devices**

Ways used to reveal the story.

**7.5 Subplots**

Description and ties to the main stream of the story.

### 8. The Game World

If the game requires the creation of a world, describe here in detail all its aspects: overview, key locations, travel, mapping, scale, physical objects, weather conditions, day & night, time, physics, society/culture, etc.

### 9. Media List

List of all the media that need to be created: interface assets, environments, characters, animation, music and sound effects.