Game Design Documentation Builder

This worksheet will assist you in the creation of an outline for your entire game project. When designing a game, it is important that you keep track of all the various elements of your game, whether it be maps/levels, story/narrative, controls, interfaces/menus, or gameplay elements, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. The *Game Design Documentation Builder* provides you with a way to break down and plan out all the different aspects of your game project.

This worksheet is broken down into multiple pages, each with their own unique layout. Since this is a particularly detailed worksheet, each of the various sections and related terms will be explained in full.

Section 1: Table of Contents

Table of Contents 1 - Used to input page numbers and ranges to point to the correct document.

Table of Contents 2 (blank) - Used to input page numbers and ranges to point to the correct document for anything not covered in the previous Table of Contents.

Section 2: General Information

Planning Time - This should contain the approximate time needed for the planning phase of your game/project. A bit of advice, never try to undercut the time required/needed. Sometimes over estimating the time needed to provide adequate padding to overcome any unforeseen issues.

Development Time - Like planning time, this area would be an estimated range of time required to develop the final version of your game/project. Just like planning time, make sure to leave enough room in case of errors or roadblocks. Also keep in mind, this is an estimate, based on hardships or hiccups this value can always be subject to change.

Planned Engine/Technologies - Should contain what engine and tools you are using to make your project. Including everything from image editing software to recording and sharing in development clips, this should give a good estimate of capabilities and what tools you have to accomplish your project.

Partners - Any monetary and non-monetary affiliates and partners. When first starting your document this can be blank. As you continue, more affiliates and partners may be added.

Scope and Goal - When your game/project is completed, what is the goal of the final product. Scope would be any objectives set for the development period required to accomplish your goal.

Target Audience - Age ranges, sex, target interests, targeted habits of the consumer. This is where you define who you are building your game/project for. Starting by targeting a specific audience at first, and then broadening your audience as your game/project proceeds through development.

Planned Platforms - Where your game/project will be released. PC-Windows, PC-MacOS, Console-Xbox, etc.

Monetization Strategies - How will your game/project make money. In-app purchases (IAP), standard purchases, ongoing subscription, crowdfunding, etc. There are many ways to monetize your content. Providing steps for each method is a great way to develop a solid plan for executing monetization.

Section 3: Gameplay

Genre - The base genre your game/project will encompass. Sub genres are also part of this entry. Fighting, Fast Paced FPS, MOBA, etc.

Input/Control Methods - How is your game going to be played? Keyboard, controller, joystick, mouse, you can have multiple.

Gameplay Summary - This is the pattern defined through the game rules, connection between player and the game. Basically what rules are in your plan/idea for the player, or limitations.

Gameplay Progression - Game mechanics, time it takes for a player to complete a level or goal, rewards for progression (whether through monetary in game, visual, or audible), practical rewards like new upgrades, or an increase in difficulty.

Player's Satisfaction - What is the target feeling you want to aim for in the consumer and for what progression.

Player's Struggles - What will your player face. Consistent playtime, level or difficulty gates, resource management, etc.

Important Gameplay Element 1, 2, 3 - This is where you want to further design elements that a simple blanket statement cannot cover, along with any extra details required to convey a specific element.

Section 4: Controls/Inputs

Control Scheme - Example: Keyboard, Mouse, Controller, etc.

Button Press - The button that you are required to press to get your action, or execute an action.

Action - The event, process, movement, or animation that executes when the designated button press is valid or completed.

Section 5: Story/Setting

Where and when is the story taking place? - Where do the events in the story happen, and where in the world's timeline do they happen.

Who is involved? - Character names or titles pertinent to the series of events in the story. Generic names can also be used. Example: Guard Number 1

What are they trying to accomplish? - What is the end goal for this/these character/s. How does the story end.

Why are they doing this? - What is the motivation of the/these character/s to accomplish the end goal.

How are they going to do this? - What actions must be accomplished to complete the final goal.

Section 6: Story/Setting- Locations

Name of Place - The name of the Region or Area.

Territory - Where in the Region or Area is this place located.

What does this place look like? - A general description along with any unique identifiers this place has.

Who are its inhabitants? - What do the people living there look like, what are they called, how do they sound, what are their routines, etc.

Points of interest - Names of unique areas, buildings, ruins, etc.

Other information - Anything not covered in other sections, or an area to provide more detail to existing sections.

Concept/Rough Representation - An area for a concept work or rough sketches to bolster the information in other sections.

Section 7: Story/Setting- Characters

Species - What type of being the character is. Are they human? Are they an orc? Etc..

Age Range - How old is your character.

Sex(s) - What is the physical sex of this character.

Locale - Where are they from and where are they found.

Alliances - Allies or enemies of this character/group.

Backstory - Whether brief or in-depth, what hardships has this character gone through to be the person they are? Where they were born, what happened in their life, why is this person this way, etc.

Notes - Anything not covered in other sections, or an area to provide more detail to existing sections.

Section 8: System Design

Planned Internal System - What game mechanic or system will be used. Trading, messaging, Player to NPC interaction, etc.

System's Primary Role- What will this mechanic or system be used as. Example: Main NPC interaction, Item indexing, Player encounters, etc.

System's Benefits - What will this mechanic or system do to benefit the game/project in terms of efficiency, execution, or expansion.

Section 9: System Design- UI

UI Parent - The name of interface that this is connected to, or the child of.

UI Name - The name of the interface being outlined.

UI Properties - Specific functions and elements within the interface. Buttons, sliders, text input, etc.

UI Notes - Anything not covered in other sections, or an area to provide more detail to existing sections.

Concept/Rough Representation - An area for a concept work or rough sketches to bolster the information in other sections.

Section 10: System Design- Maps

Region - What region is this map found in.

Map Name - Name of the map.

Map Properties - Define how the player moves around in the map, how a player leaves a map (if applicable), map scale, locations with specific mechanics, etc.

Map Notes - Anything not covered in other sections, or an area to provide more detail to existing sections.

Concept/Rough Representation - An area for a concept work or rough sketches to bolster the information in other sections.

Section 11: System Design- Scripting/Logic

Script/Logic Reference - What page is the rough script or logic located on within your documents, what is the name of the script, what section does the script function fall under, etc.

Script/Variables Properties - What defined variables, values, or function does this script rely on.

Script Notes - Anything not covered in other sections, or an area to provide more detail to existing sections.

Rough Script/Script Concept- An area for a concept work or rough sketches to bolster the information in other sections.