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Design Documentation

Game Design Documentation Builder © 2020 SoftWeir Inc.

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General Information

Planning Time: _____

Development Time: _____

Planned Engine/Technologies: _____

Partners: _____

Scope and Goal: _____

Target Audience: _____

Planned Platforms: _____

Monetization Strategies: _____

Gameplay

Genre: _____
_____

Input/Control Method(s): _____
_____
_____

(See "Controls" page _____ for more info)

Gameplay Summary: _____
_____
_____
_____
_____
_____

Gameplay Progression: _____
_____
_____
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_____

Players Satisfaction: _____
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_____

Players Struggles: _____
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_____
_____

Important Gameplay Element 1: _____

_____

_____

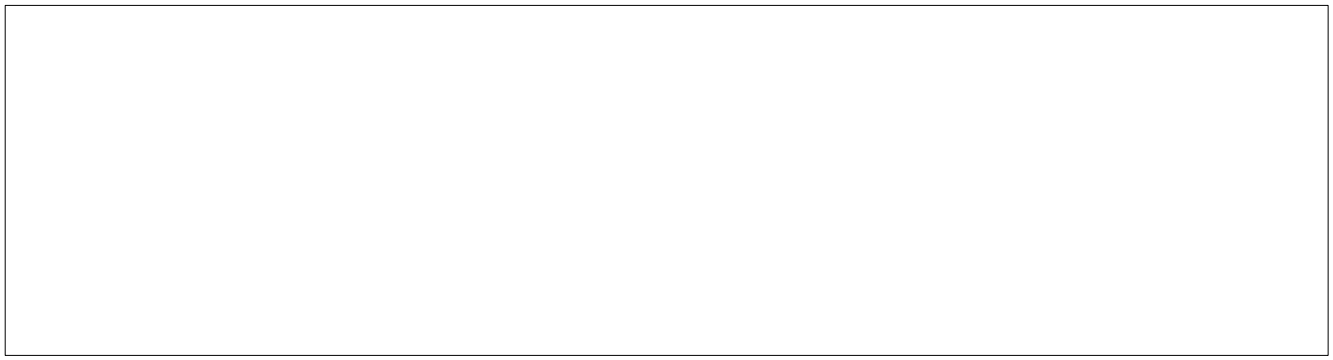
_____

Important Gameplay Element 2: _____

_____

_____

_____

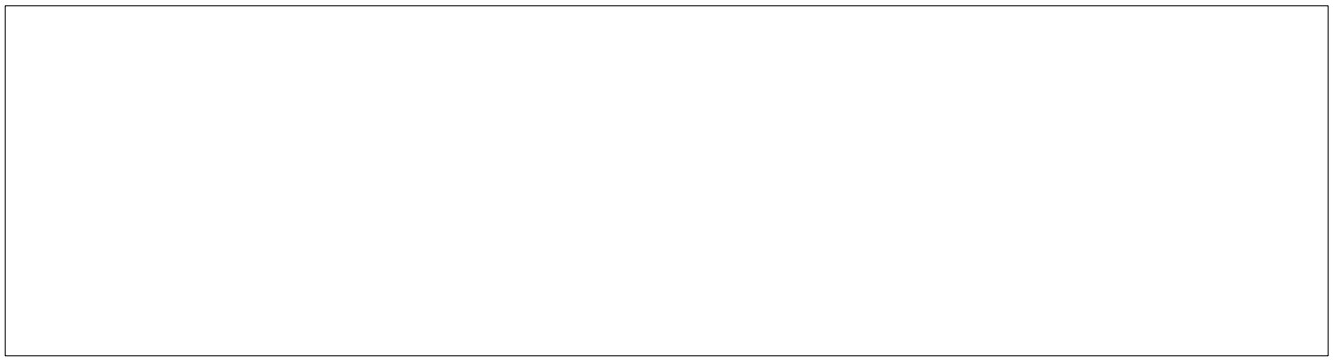


Important Gameplay Element 3: _____

_____

_____

_____



Control Scheme (____ / ____): _____

Button Press: _____
Action: _____
_____

Button Press: _____
Action: _____
_____

Button Press: _____
Action: _____
_____

Button Press: _____
Action: _____
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Button Press: _____
Action: _____
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Button Press: _____
Action: _____
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Button Press: _____
Action: _____
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Button Press: _____
Action: _____
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Button Press: _____
Action: _____
_____

Story/Setting

Where and when is this story taking place?

Who is involved?

What are they trying to accomplish?

Why are they doing this?

How are they going to do this?

Name Of Place: _____

Territory: _____

What does this place look like? _____

Who are its inhabitants? _____

Points of interests: _____

Other Information: _____

Species: _____
Age Range: _____
Sex(s): _____
Locale: _____
Alliances: _____
_____
Backstory: _____
_____
_____
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_____
_____
_____
Notes: _____
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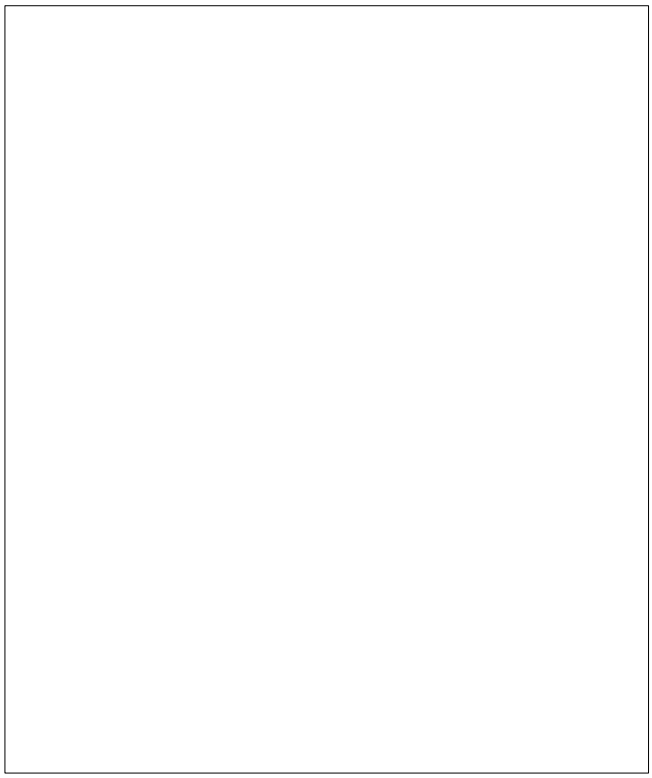
_____
_____



Species: _____
Age Range: _____
Sex(s): _____
Locale: _____
Alliances: _____
_____
Backstory: _____
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_____
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_____
_____
Notes: _____
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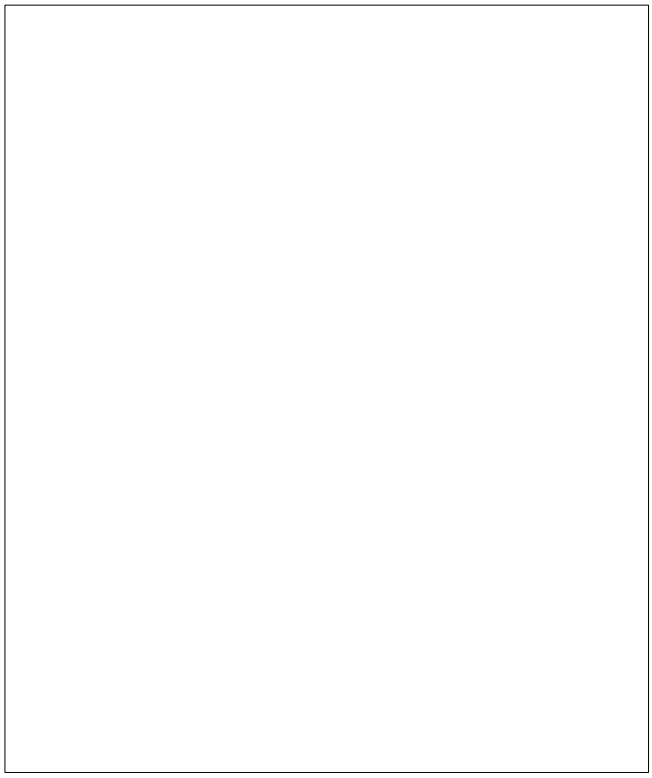

Character Name: _____
Age: _____ Sex: _____
Locale: _____
Race: _____
Backstory: _____
_____
_____
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_____
Notes: _____
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_____
_____

Character Name: _____
Age: _____ Sex: _____
Locale: _____
Race: _____
Backstory: _____
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_____
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_____
Notes: _____
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_____
_____
_____
_____

System Design

Planned Internal System ___: _____

Systems Primary Role: _____

Systems Benefits: _____

Planned Internal System ___: _____

Systems Primary Role: _____

Systems Benefits: _____

Planned Internal System ___: _____

Systems Primary Role: _____

Systems Benefits: _____

UI Parent: _____ UI Name: _____

UI Properties:

_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____

UI Notes:

_____
_____
_____
_____
_____
_____
_____
_____

Region: _____ Map Name: _____

Map Properties:

_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____

Map Notes:

_____
_____
_____
_____
_____
_____
_____
_____

Script/Logic Reference: _____

Script Variables/Properties:

_____ _____ _____ _____

_____ _____ _____ _____

_____ _____ _____ _____

Script Notes:

_____

_____

_____

_____