Design Documentation

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Page:			

Table Of Contents

General	
Development Information	
Scope and Goal	
Target Audience and Platforms	
Monetizing	
Gameplay	
Genre	
Input Method	
Gameplay Summary & Progression	
Players Satisfaction & Struggles	
Important Gameplay Elements	
Player Controls Schemes	
Other Gameplay Information	
Story/Setting	
Story Summary	
Location Info	
Species Info	
Character Info	
Other Story Information	
System Design	
User Interface	
Map Design	
Scripting/System	
Other System Information	

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Table Of Contents

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Page:	

General Information

Planning Time:
Development Time:
Planned Engine/Technologies:
Partners:
Scope and Goal:
Target Audience:
Planned Platforms:
Monetization Strategies:

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Page:	

<u>Gameplay</u>

Genre:
Input/Control Method(s):
(See "Controls" page for more info)
Gameplay Summary:
Gameplay Progression:
Players Satisfaction:
Players Struggles:

CONFIDENTIAL	Page:
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Important Gameplay Element 1:	
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Important Gameplay Element 2:	
Important Gameplay Element 3:	
Importante damepia y Liemente di	

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Control Scheme ():	
Button Press:	
Action:	
Rutton Drocce	
Button Press:	
Action:	
Button Press:	
Action:	
Button Press:	
Action:	
Button Press:	
Action:	
Button Press:	
Action:	
Rutton Press:	
Button Press:Action:	
Button Press:	
Action:	
Rutton Drocce	
Button Press:	
Action:	

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Story/Setting	
Where and when is this story taking place?	
Who is involved?	
Willo is involved.	
What are they twying to accomplish?	
What are they trying to accomplish?	
Why are they doing this?	
Many and Many main at the Main?	
How are they going to do this?	

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Name Of Place:	
Territory:	
What does this place look like?	
Who are its inhabitants?	
Points of interests:	
Other Information:	

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Species:	
Age Range:	
Sex(s):	
Locale:	
Alliances:	
Do allata mu	
Backstory:	
	
Notes:	
Species:	
Age Range:	
Sex(s):	
Locale:	
Alliances:	
Backstory:	
Notes:	

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

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CONFIDENTIAL Page: _____ DO NOT SHARE, REPRODUCE OR REDISTRIBUTE WITHOUT EXPLICIT PERMISSION **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: _____

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	UI Name:	
UI Properties:	Of Name:	
UI Notes:		

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lap Properties:	Map Name:	
1ap Notes:		

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Script/Logic Reference: Script Variables/Properties:	
	-
Script Notes:	

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