Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

## The player will try to make it through the course fast and beat their high score.

## Game Summary

## A racing game where you try to race against yourself.

# Gameplay

## First Minutes

The player will see a car with a start/finish line in front of them.

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

## Victory/Lose Conditions

Player wins if they beat the score, lose if the don’t

## Asset List [To be written by the Producer]

[Describe the feel of the game here and list out the assets that will need to be created for the project. Most of the heavy lifting will be done in the Art Style Guide that the Art Lead is responsible for yet the GDD has this section to list out the assets that will need to be created and how it pertains to gameplay.]

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

# Schedule [To be written by the producer]

## Day 1

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone one and by whom. Do not assign something to people until the start of each day!]

## Day 2

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone two and by whom. Do not assign something to people until the start of each day!.]

## Day N

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]