

# MINI Game Design Document

# Game Design Document

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# Game Summary

What is this game?

(Describe it as if you're explaining it to someone who doesn't play games.)

What does the player do most of the time?

(The main activity, not the fantasy)

What kind of experience are you trying to create?

(Calm, tense, challenging, emotional, etc.)

Why would someone want to play this game instead of another one?

(What makes it interesting, different or worth their time?)

# PLAYER EXPERIENCE

How the game feels to play

How should the player feel most of the time while playing?

(Choose emotions, not mechanics)

How intense should the experience be?

(Relaxed, moderate, stressful, etc.)

What kind of pace does the game have?

(Fast, slow, constant movement)

What do you want the player to remember after they stop playing?

(A feeling, a thought, a moment, etc.)

# CORE GAMEPLAY LOOP

What does the player do over and over again?

(What action takes up most of the player's time?)

How does the game respond to that action?

(Feedback, reactions, consequences)

What tells the player they are making progress?

(Unlocks, new areas, upgrades, etc)

What causes failure, reset, or pressure?

(Death, loss of resources, time pressure, etc.)

# Core Mechanics

What mechanics are absolutely required for this game to exist?

(If these didn't exist, the game would not work.)

What mechanics help support the experience but are not required?

(Things that could make the game better but aren't essential.)

What mechanic will the player use the most?

(What action or system will they interact with constantly?)

# Player Goals

What is the main goal the player is working toward?

(What are they ultimately trying to achieve?)

What smaller goals guide the player moment to moment?

(What keeps the moving forward right now?)

How does the player know they are making progress?

(What tells them they are doing well?)

What happens if the player ignores the main goal?

(Does the game push back or does it let them wander?)

# World & Theme

Where does this game take place?

(What kind of world is the player in?)

What ideas or themes does the game explore?

(What is the game really about underneath the gameplay)

What tone should the world have?

How should it feel to exist in this space?

Why does this world fit the gameplay?

(How does the setting support what the player is doing?)



# Characters - Universal Template

What role does this character play in the game?

(What are they to the player?)

What purpose does this character serve in gameplay?

(Why do they exist mechanically?)

How does the player interact with this character?

(Talking, fighting, killing, avoiding, etc.)

How often does this character appear?

(Constantly, sometimes or just once?)

# Level Structure

How is the game laid out?

(Open spaces, chapters, linear?)

How does the player move forward through the game?

What causes progression?

How does the game become more challenging over time?

(Harder mechanics, less guidance, etc.)

Are there optional or side areas? Why?

(What purpose do they serve?)

# UI / UX

What information does the player always see?  
(HUD elements that never disappear)

What information only shows up when needed?  
(Contextual prompts, temporary UI, popups, etc.)

How does the game show success or failure?  
(What feedback does the player get?)

What should the UI never distract the player from?  
(Mood, focus, challenge, etc.)

# Audio

What role does sound play in this game?  
(How important is audio to the experience)

When should sound be quiet or absent?  
(Moments where silence matters)

How does audio affect emotion or tension?  
(Music, sound effects, ambience)

# Accessibility

Who might have trouble playing this game?

(Think about different player needs)

What accessibility options do you want to support?

(Anything that makes the game easier to interact with)

What accessibility limits exist right now?

(What can't be supported at the moment?)

# Technical Basics

What engine is the game made in?

What platforms will the game run on?

How does the player control the game?  
(Controller, Mouse/key, etc?)

# Scope & Risk

What needs to exist for this game to feel complete?

The bare minimum finish line.

What could realistically stop this game from being finished?

(Time, complexity, motivation, no computer, etc)

What feature are you choosing not to make?

(Something you're cutting on purpose)

# Brain Dump

What doesn't fit anywhere else?

(Loose ideas, concerns, future stuff, anything)



Start small.  
Finish something.  
Then decide what's next.