

# 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.