**Table of contents** — remember to keep this current

**Revision history**— update this with publishing dates and track which author

updated the material

**Game goals**— this includes:

*Game ’ s “ high concept ”*

*The “ back of the box ” listing of any new/novel mechanics or gameplay*

*features*

*Include all Internet and wireless features*

**Story overview**— remember to keep this short and frame it in the context of

the gameplay. This includes:

*Set up — how does the player start the game?*

*Locations and how they relate to the narrative — how does the player get*

*from one location to the next?*

*Finale — what is the ending? What is the player expected to be/have done*

*by the end of the game?*

**Game controls**

*Overview — list specific moves the player will be doing, but don ’ t go into*

*detail on the actual moves … yet*

*Control scheme*

*Show an image of a controller (controllers if game is on multiple platforms)*

*with corresponding button mapping*

**Technological requirements** — keep this brief as many of these features will

be included in the game ’ s technical design document (TDD).

*What tools is this game going to use?*

* How are camera, physics, bosses, and so on going to be done?

Implemented by programmer? By designer? Hard coded?

Scripted?

*What design tools is this game going to use?*

* Level creation tools
* Scripting system

*Proposed tools for cheats — include controls for cheats*

* Level cheat
* Invulnerability cheat
* Camera cheat
* Other cheats (full health, full armor, full money, and so on)

**Front end of the game**

*Indicate what credit screens will be shown when game is first turned on*

*including:*

* Publisher
* Studio logo
* Licensors
* Third party software manufacturers
* Legal screen

**Cutscene description (if applicable)**— no need to reproduce the entire

script here, just give the reader an idea of what it is about.

**Attract mode description (if applicable)**— give a description of what in game

material will be shown if the game is left idle on the start screen.

**Title/start screen**— what is the first impression of the actual game? Include:

*An image of the title/start screen*

*Detail of what is presented to the player*

* Title name and how it appears on screen
* Any associated animation/graphics

*A list of what selection options are available to the player*

*How the player interfaces with the options (cursor, d - pad, and so on)*

*Save/load file — describe how a game file is saved and loaded*

*How to name/designate a save file — keyboard or other file - naming*

*convention*

*List details of saved file shown to player*

* Name
* Date
* Level location or chapter name/number
* Time played elapsed
* An image of what a saved game file looks like (if applicable)

*Detail any cross - save features*

*Player options — include image, sound and music, and player interface*

*details. Detail out connecting links to options.*

* Video settings
* Audio settings
* Music settings
* Subtitle settings
* Contrast tool
* Alternate control settings (reverse joystick, feedback on/off, and so on)

**Other screens**— these could be unlockable content accessed from the title

screen. Make sure to include image, sound and music, and player interface

details. Possible screens include:

*Credits*

* Team photo
* Studio images

*Bonus material — include image of screens, how will player interact with*

*interface, activate this material? (unlockable, buyable, Easter eggs, and*

*so on)*

* Alternate costumes or weapons
* Cheats
* Functional cheats (invulnerability, full health, and so on)
* Licensor required cheats (for marketing purpose)
* Other cheats (big - head mode, color swap, and so on)
* Art/sound/animation galleries
* Video player to replay cutscenes, movies, and so on
* Trailers for other games/products

*Special features*

* Commentary
* Team interviews
* Deleted material
* Documentary
* Gag reels

**Game fl owchart** — show how all the screens from “ title/start screen ” to “ game

over ” connect to each other.

**Loading screen**— what does player see when the game is loading? Include:

*An image of the pause screen (and indicate if there are multiple images*

*used)*

*Overview of data presented to player on pause screen (hints, trivia*

*questions, minigame)*

**Game camera(s)**— call out any specific camera types

*Image of camera ’ s point of view any of the following applicable*

*cameras:*

* First person
* Third person
* Three - quarters view
* 2.5 - D view
* Forced scroll
* Spline
* Locked camera

*Description of logic system for camera*

* Game - specific situations requiring unique cameras
* Camera troubleshooting guide — examples of what camera will do when encountering problems

*Logic for cheat/screenshot camera*

How developer/publisher can access and operate this camera

**HUD system**— information presented on screen to the player. Include images

of all of the following:

*Health/status*

*Lives/continues*

*Money/score/rank*

*Power/fuel*

*Ammunition*

*Abilities/skills*

*Timer*

*Map or navigation system*

*Options: links to outside screens*

*Plings/context sensitive information*

*Targeting system/reticule/cursor*

*Speedometer*

*If a game is HUD- less, describe how the above information is going to be conveyed to the player.*

**Player character(s)**

*Character name*

*Inspirational image or concept drawing of your character*

*Short description explaining player ’ s motivation and relationships to other*

*major/player characters*

**Player metrics**

*Size relationships of player character to other elements/characters in the*

*world*

*Movement (walk, run, sneak, duck, roll, crawl)*

* Show metrics

*Navigation (jump, swim, fly)*

* Show metrics
* Conditions for navigation moves

*Hoist/hang*

* Show metrics

*Context- sensitive moves (push/pull, operate switch, swing, and so on)*

* Show examples and metrics
* Conditions for context- sensitive moves

*Reactions/damage/death*

* Show examples and metrics

*Idles*

**Player skills**

*Description of basic skills*

*List of skill upgrades*

* Description of skills
* Skill modifiers
* Player metrics (if applicable)

**Player inventory tools (equipment, spells, buffs, and so on)**

*List of tools*

* Image of tools
* What does each tool do?
* Controls for using tool

*Inventory screen*

* Image of inventory screen
* How does player access inventory?
* How does player select tool from inventory?

*Combat: melee combat*

* Combat moves — include metrics and controls
* Combat reactions — include metrics and controls
* Types of effects (damage, knockback, stun, poison, and so on)
* Combat progression — how player improves moves
* Descriptions of combo moves
* Combat gauge
* Descriptions of combo moves

*Weapon combat*

*Weapon progression*

* Technology tree
* Weapon inspiration/concept images
* Weapon damage and effects
* Ammo required
* Range
* Special attributes (breakable, degrades)
* Controls

**Power- ups/state modifi ers**

*List of power- ups/state modifiers*

* Description including image
* Effect
* Duration
* Effect on controls (if valid)

**Health**

*Health (general)*

* HUD display
* How to replenish health
* Power- ups and health items
* Warning for player when health is low

*Alternate states (stunned, poisoned, turned into a baby)*

* Controls
* Show examples and metrics

*Lives (if applicable)*

* How are lives earned?
* How are lives lost?
* What happens when you run out of lives?

*Death*

* Instant death conditions — (combat, fire, drowning, and so on)
* Game over conditions:

*Checkpoints*

* Continue system

**Scoring (if applicable)**

*Point values*

*Bonuses*

* What gives a bonus?

*Leaderboard setup*

* Image
* Elements that contribute to scoring

*Achievements*

* List
* Icon image

**Rewards and economy**

*Monetary system*

* Shopping interface
* What does it buy?
* Cost

**Vehicles**

*How does player enter/exit vehicle?*

*How does vehicle interact with world, enemies, objects, and so on*

*Vehicle description*

* Image of vehicle

*Vehicle controls*

*Vehicle metrics (size, speed, and so on)*

*Attributes (armor, weapons, and so on)*

* Attribute stats
* Special effects

**Major characters in story**— anyone mentioned in the above story outline,

preferably ones that have impact on the story or gameplay.

*These include allies/helpers, love interests, rivals/villains*

*Include visuals*

* What is their relationship to the player character?
* Where do they appear?

**Game progression outline**

*Overview of all game levels — insert game beat chart here. Remember to:*

* Include story beats to show how gameplay and story intertwine
* Indicate if story beat is a cutscene or in game

*Indicate progression/reward elements for the player*

* Show where new skills, abilities, weapons, and collectibles are earned in relation to the story

**Gameplay classifi cations**

*Descriptions of gameplay types (stealth, battle arena, driving, flying, and so on)*

**World overview/level select/navigation screen**

*Image(s) of world overview screen (if applicable)*

*List of game levels available on World Overview*

*Description of how information is presented to player*

*Details on how player will navigate this screen (cursor, character, and so on)*

*Animation (character and/or elements) required for this screen*

*Sound and music required for level select screen*

**Universal game mechanics**— list mechanics that will be found throughout

the game. Always include images of each mechanic.

*Platform mechanics*

* Description
* Metrics in relationship to player

*Portal mechanics*

* Doors
* Teleportals

*Checkpoints*

*Breakable objects (crates, furniture, grass clumps, and so on)*

* How is item broken
* What items are yielded/percentage of yield
* Other effects (explosion, timer, switch, and so on)

*Non - breakable objects (treasure chests, and so on)*

* Description and image
* What items are yielded/percentage of yield
* Other effects (explosion, timer, switch, and so on)

*Puzzle objects (pushable blocks, keys, and so on)*

* Description and image
* How does player interact

*Switches*

* Description and image
* How does player interact

*Climbable/swingable objects*

* Description and image
* How does player interact

**Game levels**— list out each of the level mentioned in the world overview

*Name/title of levels*

* Short description of level
* Player ’ s objective (training, get from A to B, find key, and so on)
* Reward of level (level up, magic sword, progression, and so on)
* Major gameplay found in this level (stealth, platform, vehicle, and so on)
* Enemies found on this level
* Visual style guides for level
* Music for level

*Hub level*

* Description/image of hub
* List of locations found in hub
* Requirements for travel/unlock
* State changes
* Save/load options (if applicable)

*Training level*

* Goals of training level

*Level specific mechanics*

* Hazards (spikes, flame jet, laser fields, and so on)

*Level specific contextual mechanics*

* Description and image
* Timing information
* Effect
* How does it affect player? (Movement, health, and so on)
* How does player interact?
* Special effects or elements needed

**General enemy rules**

*Behavior types (patroller, hunter, flyer, and so on)*

*AI rules and detection metrics*

*Spawn parameters*

*Defeat parameters*

*Reward yield rules*

**Level - specifi c enemies**

*Enemy image*

*Enemy description — include enemy type*

*Levels enemy is encountered*

*Movement pattern — show metrics*

*Attacks*

* Damage value
* Damage effects (knockback, stun, and so on)

*Reactions/damage/death*

*Idles*

*Special effects*

*Reward yield*

**Bosses**

*Description and image of boss*

* Include scale

*Call out weak points/attack spots*

*Interaction with player (will hurt player if collides, only hurt player when in specific state, and so on)*

*Movement patterns*

* Show metrics in relationship to player

*Attack patterns*

* Warnings
* Specifi c attack
* Reactions/damage/death
* Idles

*Description of player ’ s experience*

* Description of intro/cutscene
* Include number of rounds
* Progression/ramping of action

*Description and image of environment*

* Hazards and mechanics used
* Power- ups and collectibles found
* Other enemies used in boss fight

*How is the boss defeated?*

*Reward yield*

**Non - player characters**

*NPC type overview (information, mission deliverer, escort/defend, and so on)*

*Character list*

* Name, sex, age
* Background material
* NPC type
* Level where encountered

*Interacting with NPCs*

* Dialogue
* Collision

*NPC rewards*

**Collectibles/object sets**

*List of items*

* Images
* Level(s) found on
* What object or set unlocks (if applicable)

**Minigames**

*Types of minigames*

*How are minigames accessed*

*Player controls*

*Elements needed/repurposed*

*Levels encountered*

**Cutscenes**

*List of cutscenes*

*Short outline of each cutscene*

*Level where cutscene is presented*

**Music and SFX**

*List of music*

* Level where music is needed — don ’ t forget title, pause, options, end credits
* Tone/feeling of music