# **GDD – TOWER SWORD**

<THIS IS YOUR COVER PAGE – REFORMAT IT AS YOU LIKE - ENSURE THIS PAGE ALSO HAS YOUR NAMES>

YELLOW TEXT IN PURPLE = INSTRUCTIONS, REMOVE ENTIRELY.

BLACK TEXT IN YELLOW = STUFF TO FILL IN, REPLACE WITH ANSWERS/INFO.

Contents

[GDD - <PROJECT NAME> 1](#_Toc53040819)

[Project Overview - <Project Name> 3](#_Toc53040820)

[1-Line Summary: 3](#_Toc53040821)

[Description: 3](#_Toc53040822)

[Target Market: 3](#_Toc53040823)

[Competitor Analysis: 3](#_Toc53040824)

[Design Pillars: 3](#_Toc53040825)

[Gameplay Design 4](#_Toc53040826)

[Synopsis of Gameplay 4](#_Toc53040827)

[Game Mode - <Name of Mode> 4](#_Toc53040828)

[Objectives / Goals 4](#_Toc53040829)

[Game Loops 4](#_Toc53040830)

[Game Mechanics 4](#_Toc53040831)

[Rules & Systems 6](#_Toc53040832)

[Game Economy 6](#_Toc53040833)

[User Interface & Controls 8](#_Toc53040834)

[User Interface Design 8](#_Toc53040835)

[Feedback Systems 8](#_Toc53040836)

[Controls 8](#_Toc53040837)

[Game Content 9](#_Toc53040838)

[Content Types 9](#_Toc53040839)

[<Content Type 1> 9](#_Toc53040840)

[<Content Type 2> 9](#_Toc53040841)

Project Overview – Tower Sword

### 1-Line Summary:

<Literally a one-sentence summary. So people can get what it is very simply>

### Description:

<include 1 to 2 paragraphs describing an overview of the project>

### Target Market:

<Actually define the target market – Then go on to state some of their key preferences, and design considerations for them. DO NOT JUST PUT AGE/GENDER DEMOGRAPHICS>

### Competitor Analysis:

<Here you actually have a project identified, and your design can impact who your competitors are. Do not just list them – State their key strengths and positioning.>

### Design Pillars:

You must identify 2-4 design pillars for your project. These ultimately define your project’s identity, as all of your design decisions will be filtered through these pillars. These are things such as the essence of the gameplay (competitive/difficult/balanced), key features (building, deep combat, etc), or experiences the project will revolve around (relaxation, deep narrative, deep strategy, social play, etc)

* **<Pillar 1>** - <description>
* **<Pillar 2**> - <description>
* **<Pillar 3>** - <description>

## Gameplay Design

THINGS FROM HERE ON MAY SCALE / CHANGE BASED ON YOUR PROJECT’S NEEDS. ADD/REMOVE SECTIONS AS IS APPROPRIATE FOR YOUR PROJECT.

### Synopsis of Gameplay

<State in general terms how the game ‘plays out’. It is MUCH easier to do this after you have generated game loop diagrams for your project, so you know what happens. This provides context for the rest of your information.

1-2 paragraphs>

Game Mode - <Name of Mode>  
FOR GAME MODES – COPY / REPEAT THE ENTIRE GAME MODE SECTION FOR EACH MODE IN THE EVENT YOU HAVE MORE THAN ONE (Very unlikely). BY GAME MODE, FOR EXAMPLE, THE MAIN MODE IN MINECRAFT IS ‘SURVIVAL’. ‘ENDLESS’ IS A COMMON GAME MODE TOO, ETC.

Description  
<Basic summary of the mode – Keep it concise>.

Objectives / Goals   
be sure to only list **actual** goals and objectives in game, not just play strategies. This MUST include your victory condition if your game has one!

* **<Goal 1>**  
  <Description of Goal>
* **<Goal 2>**  
  <Description of Goal>
* <etc>

### Game Loops

<Cover ALL identified loops – So if you have a meta-loop, ensure it’s covered, not just your core loop. LABEL EACH ONE – No label = no context = no use at all>

### Game Mechanics

NOTE – If you have multiple modes, make sure you have extra game mechanics sections to cover the mechanics specific to each. Cover all common mechanics in the first (default) mode

Mechanics List<NOTE – This is JUST a list. This is extremely useful for helping understand which mechanics are in the mode at a glance, and their nature >

* <Type of mechanic>
  + <Mechanic>
  + <Mechanic>
* <Type of mechanic>
  + <Mechanic>

#### <Type of Mechanic> - <Mechanic>

NOTE - You copy / repeat as many mechanics sections as required.

**Summary:** <brief, concise description of the mechanic. Ensure its basic effect is dead clear!>

**Details:**

* <Detail 1>
* <Detail 2>
* <etc>

**Related mechanics & systems:**

* <related mechanic/system 1>
* <related mechanic/system 2>
* <etc>

#### <Type of Mechanic> - <Mechanic>

NOTE - You copy / repeat as many mechanics sections as required.

**Summary:** <brief, concise description of the mechanic. Ensure its basic effect is dead clear!>

**Details:**

* <Detail 1>
* <Detail 2>
* <etc>

**Related mechanics & systems:**

* <related mechanic/system 1>
* <related mechanic/system 2>
* <etc>

#### <Type of Mechanic> - <Mechanic>

NOTE - You copy / repeat as many mechanics sections as required.

**Summary:** <brief, concise description of the mechanic. Ensure its basic effect is dead clear!>

**Details:**

* <Detail 1>
* <Detail 2>
* <etc>

**Related mechanics & systems:**

* <related mechanic/system 1>
* <related mechanic/system 2>
* <etc>

### Rules & Systems

NOTE – These are rules and systems specific to this mode, that are not so much an active mechanic nor are they attached to one, but are still required for the mode to work. **Note that MOST rules are just a detail of a mechanic and should be documented with them!**

If you had mode-specific economy rules that don’t attach naturally to an economy, cover them here too… E.g. Maybe your starting cash in a game is a set value… or based on something like difficulty, and is totally independent of the economy system itself.

<Give each Rule a sub-heading so it’s in the index (suggest level 4)>

### Game Economy

NOTE – Game economy covers ANY scenario where resources are tracked and driven numerically. Health, poison and regen ABSOLUTELY represent an economy – It is not just about money/finance! If a mechanic like health is also clearly an economy, you don’t need to fully redocument it, you could reference to it, etc. .

#### Economy overview:

<describe the broad strokes of the overall game economy. This does not need to be long, although if your game has complex inter-connected economies, then it may grow a bit. Ensure you have context!!!>

#### Economy List

* <Economy 1>
* <Economy 2>
* <etc>

#### <Economy 1>

**Economy overview:**<summarise this economy – What is it, what does it do?>

**Details:**  
<Be specific, bullet points – Note how it functions. Focus on VARIABLES, not actual values, they go out of date FAST>

#### <Economy 2>

**Economy overview:**<summarise this economy – What is it, what does it do?>

**Details:**  
<Be specific, bullet points – Note how it functions. Focus on VARIABLES, not actual values, they go out of date FAST. If a diagram or flowchart helps, do one!>

## User Interface & Controls

NOTE – This section of your document needs to cover your UI and controls. Because these could vary HIGHLY in nature, just ensure that you cover stuff applicable to the following three headings, and you will be fine.

### User Interface Design

#### <UI element / device 1>

<Provide detail as applicable for this UI element. INCLUDE IMAGERY, not just a description of function!>

#### <UI element / device 2>

<Provide detail as applicable for this UI element. INCLUDE IMAGERY, not just a description of function!>

### Feedback Systems

<List and detail all system that will be used to inform the player of things – It is vital you make it clear what the feedback is for, and what form that feedback takes (visual, audio, tactile, etc)>

### Controls

<Show / include your controller mapping here. You can do that with a diagram, table or whatever you like.>

#### 

## Game Content

NOTE – This section of your document is where you list all the content for your game. As an example, in a Dungeons and Dragons manual, you’ll have content sections for things like weapons, armour, miscellaneous items, spells, etc.

The nature of the content will influence / define how to document it. Use the rest of the document to ensure you have sensibly detailed what is necessary, with appropriate headings, etc.

### Content Types

NOTE – This is just a list. It’s so you can easily digest your content in a fast broad stroke way.

* <Content Type 1>
* <Content Type 2>
* <etc>

### <Content Type 1>

<From here – USE COMMON SENSE. Will bullet points do? Would a table be better? Do you need to detail lots of sub-sections with text? Use that to guide your formatting for this content type>

### <Content Type 2>

<From here – USE COMMON SENSE. Will bullet points do? Would a table be better? Do you need to detail lots of sub-sections with text? Use that to guide your formatting for this content type>

# Game Narrative

Narrative Summary

* On a whim, a chaotic wizard polymorphed our wandering ronin into a frog. The ronin must climb the wizard's mega tower, face its perils and lift the curse...

Cutscenes or Story Beats:

* Setup: Cursed into frog, pickup the sword, facing the tower
* Rewind: The time sword is activated and frog restarts at the tower

