UNIVERSIDAD DE GRANADA

Grado en Ingeniería Informática

Computación y Sistemas Inteligentes

Game Design Document

Placeholder name for the game
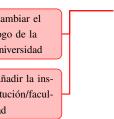
Autor

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2022

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Tabla de contenidos

1.CAPÍTULO

Design History

A design document is a continuously changing reference tool. Most of your teammates won't have time to read the whole document over and over again every time that a new version is released, so it is good to alert them to any significant modifications or updates that you have made. As you can see, each version will have its own section where you list the major changes made in that iteration. If you use a wiki, this section will be replaced by the editing history feature of the software. This makes it simple and effortless to track changes to the document and to backtrack changes if it becomes necessary.

2.CAPÍTULO

Vision Statement

2.1. Game logline

In one sentence, describe your game.

2.2. Gameplay synopsis

Describe how your game plays and what the user experiences. Try to keep it concise: no more than a couple of pages. You might want to reference some or all of the following topics:

- **Uniqueness**: What makes your game unique?

- **Mechanics**: How does the game function? What is the core play mechanic?

- **Setting**: What is the setting for your game: the Wild West, the moon, medieval times?

- **Look and feel**: Give a summary of the look and feel of the game.

3.CAPÍTULO

Audience, Platform, and Marketing

3.1. Target audience

Who will buy your game? Describe the demographic you are targeting, including age, gender, and geographic locations.

3.2. Platform

What platform or platforms will your game run on? Why did you choose these platforms?

3.3. System requirements

System requirements might limit your audience, especially on the PC or mobile phones, where the hardware varies widely. Describe what is required to play the game and why those choices were made.

3.4. Top performers

List other top-selling games in the same market. Provide sales figures, release dates, information on sequels and platforms, as well as brief descriptions of each title.

3.5. Feature comparison

Compare your game to the competition. Why would a consumer purchase your game over the others?

3.6. Sales expectations

Provide an estimate of sales over the first year broken down by quarter. How many units will be sold globally, as well as within key markets, like the United States, England, Japan, etc.?

4.CAPÍTULO

Legal Analysis

Describe all legal and financial obligations regarding copyrights, trademarks, contracts, and licensing agreements.

5.CAPÍTULO

Gameplay

5.1. Overview

This is where you describe the core game-play. This should tie directly into your physical or software prototype. Use your prototype as the model, and give an overview of how it functions.

5.2. Gameplay description

Provide a detailed description of how the game functions.

5.3. Controls

Map out the game procedures and controls. Use visualizations like control tables and flowcharts, along with descriptions.

5.3.1. Interfaces

Create wireframes, as described on page 439, for every interface the artists will need to create. Each wire-frame should include a description of how each interface feature functions. Make sure you detail out the various states for each interface.

5.3.2. Rules

If you have created a prototype, describing the rules of your game will be much easier. You will need to define all the game objects, concepts, their behaviors, and how they relate to one another in this section.

5.3.3. Scoring/winning conditions

Describe the scoring system and win conditions. These might be different for single player versus multiplayer or if you have several modes of competition.

5.4. Modes and other features

If your game has different modes of play, such as single and multiplayer modes, or other features that will affect the implementation of the gameplay, you will need to describe them here.

5.5. Levels

The designs for each level should be laid out here. The more detailed the better.

5.6. Flowchart

Create a flowchart showing all the areas and screens that will need to be created.

5.7. Editor

If your game will require the creation of a proprietary level editor, describe the necessary features of the editor and any details on its functionality.

5.7.1. Features

5.7.2. Details

6.CAPÍTULO

Game Characters

6.1. Character design

This is where you describe any game characters and their attributes.

6.2. Types

6.2.1. PCs (Player Characters)

6.2.2. NPCs (Non-Player Characters

If your game involves character types, you will need to treat each one as an object, defining its properties and functionality.

Behaviour

AI

7.CAPÍTULO

Story

7.1. Synopsis

If your game includes a story, summarize it here. Keep it down to one or two paragraphs.

7.2. Complete story

This is your chance to outline the entire story. Do so in a way that mirrors the gameplay. Do not just tell your story, but structure it so that it unfolds as the game progresses.

7.2.1. Backstory

Describe any important elements of your story that do not tie directly into the gameplay. Much of this might not actually make it into the game, but it might be good to have it for reference.

7.2.2. Narrative devices

Describe the various ways in which you plan to reveal the story. What are the devices you plan to use to tell the story?

7.2.3. Subplots

Because games are not linear like books and movies, there might be numerous smaller stories interwoven into the main story. Describe each of these subplots and explain how they tie into the game-play and the master plot.

Subplot 1

¿Qué pasa aquí?

Subplot 2

¿Qué pasa aquí?

8.CAPÍTULO

The Game World

If your game involves the creation of a world, you may want to go into detail on all aspects of that world.

8.1. Overview

Resumen del juego

8.2. Key locations

Sitios importantes

8.3. Travel

¿Cómo se viaja?

8.4. Mapping

Mapa (?)

8.5. Scale

Escala (?)

8.6. Physical objects

8.7. Weather conditions

8.8. Day and night

8.9. Time

8.10. Physics

8.11. Society/culture

9.CAPÍTULO

Media List

List all of the media that will need to be produced. The specifics of your game will dictate what categories you need to include. Be detailed with this list, and create a file naming convention up front. This can avoid a lot of confusion later on.

9.1. Interface assets

9.2. Environments

9.3. Characters

9.4. Animation

9.5. Music and sound effects

Technical Spec

As mentioned, the technical spec is not always included in the design document. Often it is a separate document prepared in conjunction with the design document. This spec is prepared by the technical lead on the project.

10.1. Technical analysis

10.1.1. New technology

Is there any new technology that you plan on developing for this game? If so, describe it in detail.

10.1.2. Major software development tasks

Do you need to do a lot of software development for the game to work? Or are you simply going to license someone else's engine or use a preexisting engine that you have created?

10.1.3. Risks

What are the risks inherent in your strategy?

10.1.4. Alternatives

Are there any alternatives that can lower the risks and the cost?

10.1.5. Estimated resources required

Describe the resources you would need to develop the new technology and software needed for the game.

10.2. Development platform and tools Describe the development

Describe the development platform, as well as any software tools and hardware that are required to produce the game.

10.2.1. Software

10.2.2. Hardware

10.3. Delivery

How do you plan to deliver this game? Over the Internet? Via an app service? At a brick-and-mortar location? What is required to accomplish this?

10.3.1. Required hardware and software

10.3.2. Required materials

10.4. Game engine

10.4.1. Technical specs

What are the specs of your game engine?

10.4.2. Design

Describe the design of your game engine.

Features

Details

10.4.3. Collision detection

If your game involves collision detection, how does it work?

Features

Details

10.5. Interface technical specs

This is where you describe how your interface is designed from a technical perspective. What tools do you plan to use, and how will it function?

10.5.1. Features

10.5.2. Details

10.6. Controls and technical specs

This is where you describe how your controls work from a technical perspective. Are you planning on supporting any unusual input devices that would require specialized programming?

10.6.1. Features

10.6.2. Details

10.7. Lighting models

Lighting can be a substantial part of a game. Describe how it works and the features that you require.

10.7.1. Modes

Features

Details

10.7.2. Models

10.7.3. Light sources

10.8. Rendering system

10.8.1. Technical specs

10.8.2. 2D/3D rendering

10.8.3. Camera

Operation

Features

Details

10.9. Internet/network spec

If your game requires an Internet connection, you should make that clear in the specs.

10.10. System parameters

I won't go into detail on all the possible system parameters, but suffice to say that the design document should list them all and describe their functionality.

10.10.1. Max players

10.10.2. Servers

10.10.3. Customization

10.10.4. Connectivity

10.10.5. Websites

10.10.6. Persistence

10.10.7. Saving games

10.10.8. Loading games

10.11. Other

This section is for any other technical specifications that should be included, such as help menus, manuals, setup and installation routines, etc.

10.11.1. Help

10.11.2. Manual

10.11.3. Setup