

# Game Design – part 2: detailed Game Design Document (GDD)

## Objective

A document presenting a detailed description of all important aspects of the game. This document should be suitable to show to a non-computing person, written in understandable and non-technical English. (it is NOT a program design).

For a commercial game, costing millions with a staff of 10s or 100s, the GDD will be large and complex and continually being updated. For this small team project stick to the recommended contents, only adding extra sections if you feel they are important (a) to ensure common team vision (b) to communicate some original features of your game. Larger documents will not automatically get better grades – it's about quality of content ...

Your document should have at least the following sections:

1. Characters
  - Descript each of the characters in the game, e.g. player's character (or choice of characters), enemies and NPCs in the game, any computer controlled opponents etc.
2. Scene list
  - List of each scene that will be in the final Unity Project
    - i. Name of scene
    - ii. Type of scene (playable level, information screen, settings, inventory, whatever)
3. Describe each "level" or "Location" of the game that the player can progress through (or choose between)
  - state WHAT user must do to successfully COMPLETE each level
  - Perhaps provide an annotated sketch 'map' of each level
  - Also describe how, and what happens, when a user FAILs a level (how do they fail – run out of time / lose health / fall down a trap – whatever)
4. Describe the user 'progression' system
  - E.g. points / health / wealth – whatever 'attributes' they are trying to build up during the game, and how they do this
5. List of pickups
  - What kinds of objects can player pickup
6. Inventory subsystem / weapon subsystem (if there is one)
  - How will the inventory / weapon / other object carrying systems work?
7. Other interactable objects in the game that can be interacted with
  - Are there other objects that can be interacted with, that cannot be picked up (e.g. levers / switches / keypads / computers) – if so, describe them
8. User controls
  - What keys / controller buttons do what?
9. Game Modes
  - Single player (alone)
  - Single player vs. computer opponent(s)
  - 2 play – split screen
  - 2+ player – networked multiplayer

## **List of References – all last visited Oct 2015**

Wikipedia

[https://en.m.wikipedia.org/wiki/Game\\_design\\_document](https://en.m.wikipedia.org/wiki/Game_design_document)

António Andrade "GDD?! Game Design Document Examples". On website: SEGAN (Serious Games Network)

<http://seriousgamesnet.eu/assets/view/238>

Tim Schafter et al. "Grim Fandango Game Design Document"

[http://gameshelf.jmac.org/2008/11/13/GrimPuzzleDoc\\_small.pdf](http://gameshelf.jmac.org/2008/11/13/GrimPuzzleDoc_small.pdf)

Tom Hall (1992) "DOOM bible"

<http://5years.doomworld.com/doombible/doombible.pdf>