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<Your Game Name Here>

<Your Company Logo Here>

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Special thanks to Alec Markarian
Otherwise this would not have happened

Reformatted by: Brandon Fedie

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Overview

➤ Theme / Setting / Genre

- <Insert Theme here>

➤ Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1>
- <Gameplay Mechanic #2>
- <Gameplay Mechanic #3>
- <Gameplay Mechanic #4>

➤ Targeted platforms

- <Example Platform #1>
- <Example Platform #2>
- <Example Platform #3>

➤ Monetization model (Brief/Document)

- <Monetization Type> /Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc./
- <Link to Monetization Document>
- /How do you plan to monetize the game?/

➤ Project Scope

- <Game Time Scale>
 - <Cost?> /How much will it cost?/
 - <Time Scale> /How long will it take to make this game?/
- <Team Size>
 - <Core Team>
 - <Team Member Name>
 - /What does he/she do?/
 - <Cost to employ them full time or part time>
 - <etc.>
 - /List as many core team members as you need to/
 - <Marketing Team>
 - <Team Member Name>
 - /What does he/she do?/
 - <Cost to employ them full time or part time>
 - <etc.>

- /List as many marketing team members as you need to/
- <Licenses / Hardware / Other Costs>
- <Total Costs with breakdown>

➤ **Influences (Brief)**

- <Influence #1>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - <Explain why this is an influence in one paragraph or less>
- <Influence #2>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - <Explain why this is an influence in one paragraph or less>
- <Influence #3>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - <Explain why this is an influence in one paragraph or less>
- <Influence #4>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - <Explain why this is an influence in one paragraph or less>

➤ **The Elevator Pitch**

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

➤ **Project Description (Brief)**

<Two-Three paragraph description>

➤ **Project Description (Detailed)**

<Four-Six paragraph project description>

What sets this project apart?

- <Reason #1>
- <Reason #2>
- <Reason #3>
- <Reason #4>
- <etc.>

➤ Core Gameplay Mechanics (Detailed)

- <Core Game Mechanic #1>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #2>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #3>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #4>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/

Story and Gameplay

➤ **Story (Brief)**

- <The Summary or TL;DR version of below>

➤ **Story (Detailed)**

- /Go into as much detail as needs be/
- /Spare no detail/
- /Use Mind Mapping software to get your point across/

➤ **Gameplay (Brief)**

- <The Summary version of below>

➤ **Gameplay (Detailed)**

- /Go into as much detail as needs be/
- /Spare no detail/
- /Combine this with the game mechanics section above/

Assets Needed

➤ 2D

- Textures
 - Environment Textures
- Heightmap data (if applicable)
 - /List required data - Example: DEM data of the entire UK./
- <etc.>

➤ 3D

- Character List
 - Character #1
 - Character #2
 - Character #3
 - etc.
- Environmental Art Lists
 - Example #1
 - Example #2
 - Example #3
 - etc.

➤ Sound

- Sound List (Ambient)
 - Outside
 - Level 1
 - Level 2
 - Level 3
 - etc.
 - Inside
 - Level 1
 - Level 2
 - Level 3
 - etc.
- Sound List (Player)
 - Character Movement Sound List
 - Example 1
 - Example 2
 - etc.
 - Character Hit / Collision Sound list
 - Example 1

- Example 2
- etc.
- Character on Injured / Death sound list
 - Example 1
 - Example 2
 - etc.

➤ Code

- Character Scripts (Player Pawn/Player Controller)
 - Example
- Ambient Scripts (Runs in the background)
 - Example
 - etc.

➤ Animation

- Environment Animations
 - Example
 - etc.
- Character Animations
 - Player
 - Example
 - etc.
 - NPC
 - Example
 - etc.

Schedule

➤ <Object #1>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

➤ <Object #2>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

➤ <Object #3>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

➤ <Object #4>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.