**Game Design Document**

**ChantalD**

Confidential Disclaimer\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Overview of the Game:**

The overview should be concise and impactful

- Genre : Android platformer

- Inspirational references

- Basic Narrative :

- Include at least one piece of concept or Inspirational art

- Synopsis -

**Unique Selling Points**

This is your chance to really sell the unique qualities about your game and how it differs from other popular games in the genre and on the device you’re developing for. Concept art to help visualize some of these USPs are a plus!

* An immersive adventure inviting you to confront various obstacles in the labyrinth to progress to different levels.
* The ball change it’s color every time a new level is achieved.
* The ball can bounce to avoid obstacles.
* The player must collect a minimum of prize to be able to open the door leading to the next level.

**Game loop**

The game loop should thoroughly outline how your game is set up. You can be as concise or elaborate as you’d like, depending on the audience reading this -- is it a game publisher or your game studio leads. In any case, it’s helpful to provide a chart to accompany a written walkthrough of the player’s goals.

For Roll a Ball game, the flow look like this:

1. Enter the Labyrinthe
2. Explore the labyrinthe
3. collect a minimum determined prizes
4. Evoid the many obstacles in your passage
5. try to find the door to the next level.
6. Be careful to your life span, don’t die before you reach the next level or you will start from the beginning
7. Once you find the door, blast it and enter the next labyrinthe.

**Scope**

Here’s just a few important questions to answer in this section. Be elaborative!

* - How long is the game?: *The player has a limited time to advance to the next level*
* - How many levels are there?: *They are 20 levels each is more complex then the one before. Other levels can be added in the future*
* - What is the average play time?: *3 minutes*
* - What are the objectives?: *To reach the ultimate level*
* - How many playable characters? Can you customize or upgrade them/what can you customize or upgrade?: *At first there’s one playable character, once the player achieved a certain level, he can continue to play alone or invite a friend and play together but against each other, the first one passing through the door is the winner of the level. After they can choose to continue to play together or split. If they split the winner will continue the game normaly but the looser will have to replay the lost level.*

*The ball can bounce, throw explosives to blast doors and obstacles*

**Art Style**

Include a description of your art style and supplement with art concepts or inspirational concepts. Describe your style for the environment, characters, UI, etc.

You can also link to a different area it lives in.

* Labyrinthe increasing in difficulty and complexity with each level. Bushes all around and in the labyrinthe. Hidden ennemies throwing fire, ice, walls that moves...

**Player Profiles Stories**

- Describe the ideal player profile or multiple profiles

- E.g. Sam loves to play Casual Games like Splashy, Zombies

- E.g. Alex is a completionist and likes to spend hours in a game purchasing or earning all the upgrades...

- How might these players play your game differently

- Walk the reader through your game loop and describe what your different player profiles focus on.

**Milestone Schedule**

- Your Milestone Schedule should include the milestone #, milestone description, and date of delivery.

- The big milestones for your VS include 1) Look and feel 2) First Playable, 2) Vertical Slice

- Many times, developers like to add additional important milestones such as when they’ll complete the vs game design document, delivery of important prototypes specific to proving out the most risky features in VR, and an additional vertical slice milestone so to iterate on feedback from the first delivery,

**Project Vitals**

- Development cycle, i.e. 1 day

- Launch timing, i.e. Friday

- A chart that clearly outlines # of programmers, artists, designers, audio specialists, animators, production staff, and QA testers needed during each month of development - A chart that clearly outlines your development budget. This should include the rate per head per month, as well as figure in fixed costs such as legal, accounting, licensing, and any additional external services. There are plenty of budget templates online to reference and make it your own.