



UNIVERSITÀ DEGLI STUDI DI MILANO
DIPARTIMENTO DI INFORMATICA

GDD: hints for survival ...

Laura Anna Ripamonti – ay 2021-22

CAUTION



**ADULTS
AT PLAY**

Creating A Great Design Document

- Movie makers use **movie scripts**
- Architects use **blueprints**
- Musicians use a **score**
- Even the Cosmic Creator created a design document before the primal "Let there be light!" ...



... game developers, following their Supernatural Role Model, can certainly do the same 😊

- PS Google “game design documents”



Three stages of documentation

Stage	Content	Purpose
1. Concept document	<ul style="list-style-type: none"> • Genre; • target audience; • description; • most compelling features; • market information; • cost and time to develop. 	<ul style="list-style-type: none"> • It defines the concept, scope, worthiness and feasibility; • sells the idea to your client, publisher, employer, and venture capitalist.
2. Game Design document	Description of the body and soul of the entire project, with all the details, and the method by which each element will be implemented.	It ensures that what is produced is what you want to produce.
3. Production documents	<ul style="list-style-type: none"> • Time-management charts (Gantt, PERT, and so on); • task database; • budget spreadsheet; • technical specifications; • Q/A database. 	It implements the design document on time and within budget .

Ten Points for a Successful Design Document



1. DESCRIBE NOT JUST THE BODY, BUT THE SOUL



2. MAKE IT READABLE



3. PRIORITIZE



4. GET INTO THE DETAILS



5. SOME THINGS MUST BE DEMONSTRATED



6. NOT JUST "WHAT" BUT "HOW"



7. PROVIDE ALTERNATIVES



8. GIVE IT A LIFE



9. NOBODY SHOULD BE ABLE TO SAY, "I DID IT THAT WAY BECAUSE I COULDN'T FIND ANY REFERENCE TO IT IN THE DOCUMENT."



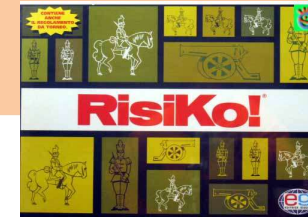
10. DELIVER IT IN GOOD CONDITION

Beware of ...

- if u cannot sum up your game in 2 sentences ... you don't have a game!

- Core sentence/logline: is about the core dynamic (the single thing the gameplay is about)

- Ratchet: blowing stuff up in fun & creative ways
- Risk: acquiring & controlling territories



- Constraints for video games:

- €/t/platform(s)
- Target audience
- Rating (PEGI)

Please ...
note the
difference!





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Game concept:
make your customer say...

WOW!

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Remeber what we told?

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Major/more frequent problem(s)

- How many players?
- Clear statement of the (final) goal of the game?
- Key feature(s) do not put the accent on what's really *special* in your game
- No mention of the player type ...
- Review your English !!!!

POSSIBLE OUTCOME →

