**<<LOGO de tu Estudio de Videojuegos>>**

**Design Document for:**

# <<Titulo>>

**<<slogan>>**

All work Copyright ©2013 by <<nombre del studio>>

Written by <<nombre>>

Version # 1.00

<<Thursday, July 17, 2014>>Table of Contents

<<Titulo>> 1

Design History 4

Version 1.0 4

Game Overview 5

Short Description 5

Game Type/Genre 5

Killer Selling points 5

Scenario/Story 5

Feature Set 6

General Features 6

Gameplay 6

Art 7

Overview 7

Concept Art 7

Guidelines 7

Game Characters 8

Overview 8

User Interface 9

Overview 9

User Interface Detail #1 9

User Interface Detail #2 9

Accesories 10

Overview 10

Accesories Details #1 10

Accesories Details #2 10

Viral Engagement 11

Overview 11

Idea #1 11

Idea #2 11

Extra Miscellaneous Stuff 12

Overview 12

Junk I am working on… 12

“XYZ Appendix” 13

“Objects Appendix” 13

“User Interface Appendix” 13

“Networking Appendix” 13

“Character Rendering and Animation Appendix” 13

“Story Appendix” 13

# Design History

## Version 1.0

Primer versión del game design document

# Game Overview

## Short Description

## Game Type/Genre

## Killer Selling points

## Scenario/Story

# Feature Set

## General Features

## Gameplay

# Art

## Overview

## Concept Art

## Guidelines

# Game Characters

## Overview

Over of what your characters are.

# User Interface

## Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

## User Interface Detail #1

## User Interface Detail #2

# Accesories

## Overview

## Accesories Details #1

## Accesories Details #2

# Viral Engagement

## Overview

## Idea #1

## Idea #2

# Extra Miscellaneous Stuff

## Overview

Drop anything you are working on and don’t have a good home for here.

## Junk I am working on…

Crazy idea #1

Crazy idea #2

# “XYZ Appendix”

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# “Objects Appendix”

# “User Interface Appendix”

# “Networking Appendix”

# “Character Rendering and Animation Appendix”

# “Story Appendix”

Okay, that’s it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time and that is something that we don’t have enough of in this business. I think you get the idea anyhow. Also, don’t get the impression that I think a design should provide the information in any particular order, this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone that asks me in the future.

Good luck and all that!

Chris Taylor