Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

# Game Overview

## High Concept (Elevator Pitch)

## [A one or two sentence description of the game that captures the feel of the game. You want this to be accurate and exciting because it is what you would use to pitch the game to potential funders of the game as well as Steam or other vendor’s descriptions.]

## Game Summary

50 years into the future, most of human civilization has been destroyed after a war between humans and aliens. Most humans survived by hiding in bomb shelters. You are a soldier sent from the government to open the shelter so they can come out and rebuild society – but the door is broken, and the people inside are running low on resources.

# Gameplay

## First Minutes The player should find themselves in front of the shelter door, listening to the shelter overseer inside explain their situation. The door mechanism is fried and the power supply has run dry, and they only have 10 minutes of food left. They should feel some sort of urgency to repair the door as soon as possible, but also kind of amused by the funny dialogue.

## Game Flow

## The player looks around the area for things that could help them open the door. They move from room to room until they find the alien robot, and realize they can use the alien robot’s battery to power the door. However, the alien robot is a formidable opponent that can only be destroyed by a certain item – a magnet. The player eventually finds a magnet warehouse that’s been boarded up, and realizes that they need their baton to break through the boards. They use the magnets to shut down the robot, and take its power to refuel the door mechanism. Next, they repair the frayed wires in the door mechanism by destroying their watch and using the wires inside to replace them. Then they open up the door and win.

## Victory/Lose Conditions

## The player wins when they fix the shelter door and let the refugees inside out. The player loses if they use up all their turns, or if they make a fatally wrong decision in-game.

## Asset List [To be written by the Producer]

[Describe the feel of the game here and list out the assets that will need to be created for the project. Most of the heavy lifting will be done in the Art Style Guide that the Art Lead is responsible for yet the GDD has this section to list out the assets that will need to be created and how it pertains to gameplay.]

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

# Schedule [To be written by the producer]

## Day 1

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone one and by whom. Do not assign something to people until the start of each day!]

## Day 2

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone two and by whom. Do not assign something to people until the start of each day!.]

## Day 3

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]