Documentation

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`Dynamic`

- Many **elements change** overtime
  - **Lengthy docs** should be **avoided**.
  - **Wiki platforms** can be very **useful**.

- **Documentation** is created **along the development**

`No standard exists!`

- Each **team** should **adapt**… and **even each project**…

Two purposes:

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Communication: Ensure that team members understand their roles.

Funding: Convince companies to invest/fund the development.

🪙x2

Concept Document (1/2)

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`Convey the goal and purpose of the game`

- **Premise** (high concept)
  - The **summary** of the **game purpose** (1-2 sentences).
- **Player motivation**
  - The game's victory condition.
  - What will **drive** the player to **keep playing** the game to the end.
- **Unique Selling Proposition (USP)**
  - Why would anyone choose this game over competition.
- **Target market**
  - The portion of the game-playing audience the game is aimed at.
- **Target rating**
  - PEGI / ESRB rating for the game.

Two purposes:

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Communication: Ensure that team members understand their roles.

Funding: Convince companies to invest/fund the development.

x3

Concept Document (2/2)

- **Game Genre**
  - Use classifications from magazines and awards (e.g. FPS, RTS, Battle Royale, MOBA)
  - **Refine game's niche:** WW2, sci-fi, space, etc...
- **Target platform and HW requirements**
  - Choose the platform (or platforms) for the game.
- **License**
  - IP Licensing information.
- **Competitive analysis**
  - Select 5 successful titles for a comparative analysis.
- **Goals**
  - What are the **expectations** for this game **as an experience**?
  - How the game will achieve these goals?

Two purposes:

Communication: Ensure that team members understand their roles.

Funding: Convince companies to invest/fund the development.

x4

Game Proposal

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`Follow-up to the concept document`

- **Includes** the items in the **concept document**, **plus**:
  - Hook
  - Gameplay
  - Online features
  - Technology (optional)
  - Art and Audio Features
  - Production Details
  - Development team, budget (overall estimate) and schedule.
  - Backstory
  - Story Synopsis
  - Character Descriptions
  - Risk Analysis (identify potential problems early)
  - Development budget
  - Concept Art

Two purposes:

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Communication: Ensure that team members understand their roles.

Funding: Convince companies to invest/fund the development.

x5

Intellectual Property

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When adequate, protect documents presented to others

- Include **"Confidential – Do not distribute"**
  - In title page and header/footer.

- Provide **NDA** (Non-disclosure agreement) to **anyone who we talk** about the project.

- Include **copyright notice**
  - In every page's header/footer.
  - © [year] [copyright holder]
    - Ex.:   © 2020 FEUP

🪙x6

GDD - Game Design Document

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- Story 　Story Bible*
- Game Interface
- Character Abilities and Items 　Character Bible*
- Game World description and design
- GLD – Game Level Design (for each level)*
- Game Engine 　 Technical Design Document*
- Concept Art 　 Art Style Guide*
- Project Plan*
- Resource plan, budget, schedule and milestones.
- Test Plan*

* - Could be a separate document.

Main Purpose:

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The reference guide to the development process:

Result of the collaboration between designers, artists and programmers as a guiding vision which is used throughout the game development process
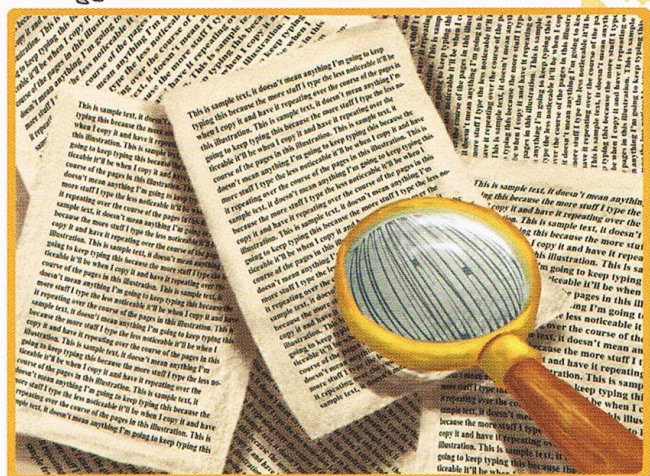
x7

The Lens of Documentation

Ask yourself these questions:

1. What do we need to remember while making this game?

2. What needs to be communicated while making this game?

x8

Documentation Checklist

- **Documentation is created with two purposes:**
  - Ensure that team members understand their roles.
  - Convince companies to invest/fund the development.
- **No standard exists!**
  - Each team should adapt to something that really works for them.
- **Documentation is being modified throughout the development process.**
  - Share among the team and use collaborative tools (ex.: Wiki).
- **Protect your intellectual property**
  - "Confidential" and "Copyright" notices + NDAs
- **Concept Document**
  - Convey the goal and purpose of the game.
- **Game Proposal**
  - Follow-up to the concept document. Used for funding.
- **Game Design Document**
  - The reference guide to the development process.

x9

Documentation:
Clarifying & communicating the idea

GAME OVER