

## GAME DESIGN DOCUMENT

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. Think big. Bigger than what you are able to develop. Be clear about what the software delivers and what the design entails. It is recommended to define the ultimate game and then clarify what it is that you have developed. If you are finding it too difficult to do that, you may produce too documents.

1. Title Page
  - 1.1. Game Name – Perhaps also add a subtitle or high concept sentence.
2. Game Overview
  - 2.1. Game Concept
  - 2.2. Genre
  - 2.3. Target Audience
  - 2.4. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
  - 2.5. Look and Feel – what is the basic look and feel of the game? What is the visual style?
3. Gameplay and Mechanics
  - 3.1. Gameplay
    - 3.1.1. Game progression
    - 3.1.2. Mission/Challenge Structure
    - 3.1.3. Puzzle structure
    - 3.1.4. Objectives – what are the objectives of the games?
    - 3.1.5. Play Flow – How does the game flow for the game player?
  - 3.2. Mechanics – what are the rules to the game, both implicit or explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all pieces interact? This actually can be a very large section.
  - 3.3. Game Options – What are the options and how do they affect game play and mechanics?
  - 3.4. Replaying and Saving
  - 3.5. Cheats and Easter Eggs
4. Story, Setting, and Character
  - 4.1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard and script.
  - 4.2. Game World
    - 4.2.1. General look and feel of world

- 4.2.2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
  - 4.2.3. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters.
- 5. Levels
  - 5.1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the next level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
  - 5.2. Training level
- 6. Interface
  - 6.1. Visual System. If you have a HUD (Head Up Display) or Status Bar, what is on it? What menus are you displaying?
  - 6.2. Control System – How does the game player control the game? What are the specific commands?
  - 6.3. Audio, music, sound effects
  - 6.4. Help System
- 7. Artificial Intelligence
  - 7.1. Opponent and Enemy AI - The active opponent that play against the game player and therefore requires strategic decision making
  - 7.2. Non-combat and Friendly Characters
  - 7.3. Support AI - Player and Collision Detection, Pathfinding
- 8. Technical
  - 8.1. Target Hardware
  - 8.2. Development hardware and software, including Game Engine
  - 8.3. Network requirements
- 9. Game Art - Key assets, how they are being developed. Intended style.