**Game Design Document for:**

*Awesome Title*

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# 1.0 Revision History

<As you revise the document, list what was changed and when it was changed>

|  |  |
| --- | --- |
| Version | Description |
| 1.0 | Initial document |

# 2.0 Game Overview

## 2.1 High Concept

<A two or three sentence description of your game>

## 2.2 Synopsis

<This section should be approx. 1 page, and describe what the core gameplay loop is without detail, and emphasize the unique selling points of the game>

## 2.3 Pillars

<Simple key phrases for what the core game experience should be>

## 2.4 Genre

<This is a body of text and should be elaborated>

## 2.5 Target Demographic

<Age, gender, casual/serious/competition etc.>

# 3.0 Mechanics

## 3.1 Mechanic

This is a body of text and should be elaborated

## 3.2 Mechanic

This is a body of text and should be elaborated

## 3.3 Mechanic

This is a body of text and should be elaborated

## 3.4 Movement/abilities

This is a body of text and should be elaborated

This is a body of text and should be elaborated

# 4.0 Items

<Things you can ‘pick up’ to improve an attribute (health, armour etc.) or bestow new or different abilities, gun, bomb, shield etc.>

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Parameter | Parameter | Parameter | Description |
| Default | 6 | 6 | 6 |  |
| Weapon | 5 | 7 | 7 |  |
| Weapon | 8 | 5 | 5 |  |
| Weapon | 5 | Possible 10 | NA | text |
| Weapon |  |  |  |  |

# 5.0 Game Flow

INSERT FLOW CHART

## 5.1 ‘Mission’ / ‘Level’ structure

This is a body of text and should be elaborated, how do you progress? Open world? Sequential? Pick-a-path?

## 5.2 Objectives

What does the player try to accomplish on each level/mission?

This is a body of text and should be elaborated

## 5.2.1 Optional objectives

This is a body of text and should be elaborated

## 5.3 Multiplayer support

This is a body of text and should be elaborated

## 5.3.1 friend finding

This is a body of text and should be elaborated

## 5.3.2 servers

This is a body of text and should be elaborated

# 6.0 Story and Characters

## 6.1 Characters

Player’s character and any other characters in the story. This is a body of text and should be elaborated

## 6.2 Storyline

This is a body of text and should be elaborated

# 7.0 Levels

Describe the levels, draw a sketch of the level and indicate important features/behaviours/goals/objects

This is a body of text and should be elaborated

## 7.1 Level 1

<brief overview>

### 7.1.1 Features

This is a body of text and should be elaborated

### 7.1.2 Aesthetic/setting

This is a body of text and should be elaborated

Also diagram of level

# 8.0 Interface

Menu system will be outlined in the following flowchart.

<draw flowchart for any menus/screens>

## 8.1 GUI Elements

### 8.1.1 HUD

This is a body of text and should be elaborated

Include diagrams

### 8.1.2 Menus

MENU

Describe the options. This is a body of text and should be elaborated

MENU

Describe the options. This is a body of text and should be elaborated

MENU

Describe the options. This is a body of text and should be elaborated

## 8.2 Camera

Describe the camera, how it moves, perspective/orthographic etc.

This is a body of text and should be elaborated

## 8.3 Controls

Keyboard, tablet touch/swipe/tilt, joystick, mouse etc.

# 9.0 Art Style and Aesthetic

Refer to the Art Style Guide

## 9.1 References

This is a body of text and should be elaborated

## 9.2 Lighting

This is a body of text and should be elaborated

## 9.3 Pipeline

This is a body of text and should be elaborated

# 10.0 Release Details

## 10.1 Editor/Engine

<Unity/Unreal/Cry/Proprietary>

## 10.2 Platforms

<Describe what platforms the game is to be released on>

## 10.3 Business Model

DLC, subscription models etc.

This is a body of text and should be elaborated

# 11.0 Sound

This is a body of text and should be elaborated

## 11.1 Music

This is a body of text and should be elaborated

List music clips and where they’re used. Title screen/Level 1/Loading etc.

## 11.2 SFX list

List all sound effects and where they’re used