Page 1: Cover Page

Include a graphic if possible, a title (preferably a logo) and your contact information, target platform, target audience, target rating, and expected shipping date.

Page 2: Story/Game Summary

Outline the story (beginning, middle, and ending… or at least a cliffhanger) mentioning the setting, the characters, and the conflicts. Give a brief description of the gameplay and some of the cool things the player can do in the game.

# GAME STORY SUMMARY

(Include a beginning, middle and end of the game story. Keep it short and sweet.)

# GAME FLOW OUTLINE

(Don’t go into great detail, but give an indication of the gameplay genre, the player’s objectives and gameplay elements.)

Page 3: Character(s) and Controls

Who does the player control? What is his/her/its story? What can player do that is unique or special to this game? What can the player do that is unique or special to this game? Does the player play as more than one character? How does the player do these things with a controller or a finger (in the case of touch-controls)? Show a control map if applicable. Obviously, this page is very nosy and needs to know the answers!

# CHARACTERS

# CONTROLS

Page 4: Gameplay Overview

What game genre is your game? What is the primary action of the player? What awesome things is your player doing? The gameplay overview should give the reader a brief idea of the flow of the game. Break the information about gameplay into bullet points if conveying info that way is easier.

# GAMEPLAY

(intro)

All of the controls in \_\_\_\_\_:

The levels in \_\_\_\_\_\_:

(DUO DUEL MODE etc.)

Page 5: Gameplay Overview (continued)

Sometimes your game is so awesome, you need a second page to describe all of the goodness!

# GAME WORLD

Page 6: Gameplay Experience

Here’s where you talk about the overall feel of the game. What is it like to play it? What emotions or moods are you trying to convey? How is the game’s story going to be told? (Cut scenes? Movies? Text boxes?) When do they appear? (In between levels? At the beginning and end of the game?)

# GAME EXPERIENCE

Page 7: Mechanics and Modes

Break down some of the cool gameplay mechanics and play modes. Is there a multiplayer mode? Are there mini or micro games? Let us know!

# GAME MECHANICS

Page 8: Enemies and Bosses

When it doesn’t hurt to weave descriptions of enemies into the other pages like story and gameplay, sometimes you need to call attention to a particularly gnarly enemy or boss character. What makes your enemies unique? If applicable, what kinds of boss characters does the player face? How does the player defeat them? What does the player earn for defeating them?

If you have no enemies in your game, you obviously don’t need this page. Instead, you can use this page to describe the game’s conflict. How will players be challenged and how will they overcome it?

# ENEMIES

# BOSSES

Page 9: Bonus Material, and Downloadable Content

What extra cool stuff can the player earn or unlock? Can they purchase additional content? How will the game live beyond its initial release? What incentive is there for the player to play again?

# BONUS MATERIALS

# ACHIEVEMENTS

Page 10: Monetization

Does your game have an economy? How will the game make additional money? Is there additional material for the player to buy?

To sum things up, you want the content in the ten-pager to act as a starting point – for both you and the reader. It should provide a framework for your GDD outline, so you aren’t starting from a blank page. It should excite readers enough to want to learn more about your game. And that’s where the GDD comes in – filling in all those details.