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)

**An intense parody of pong, the first game. Extremely fast paced with a completely new aesthetic, its amazing that the game can keep to its roots.**

## Game Summary

# Gameplay

## First Minutes

[This section should detail what the player will see in the first couple of minutes when they launch the game and begin to play. Since this game is so small, think of this as more of a brief description of the first few seconds of gameplay. What do you want the player to immediately notice and feel?]

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

## Victory/Lose Conditions

[This section should be where you describe all the different scenarios that could end a segment of gameplay. For instance, if the game were about a brawl between players in a battle-royale game I might say the victory condition is when the players left in the game are all on the same team then that team wins.]

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

<https://docs.google.com/spreadsheets/d/1p3AaemwDXmcbL9981PzKjXxFWR2ib2narD3zAaaY43o/edit?usp=sharing>

This game is meant to have an ice cave/crystal sort of feeling, and a 64-bit pixelated aesthetic. This is accomplished with sprites created in piskel and many cool colors in the shapes of crystals.

[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

**This game is perfect for all ages, from the young gamers who are looking for a modern twist of one of video games roots. To the older players who are looking for maybe some nostalgia. This game would be rated E for everyone.**

# Schedule [To be written by the producer]

https://docs.google.com/spreadsheets/d/1p3AaemwDXmcbL9981PzKjXxFWR2ib2narD3zAaaY43o/edit?usp=sharing