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<Your Game Name Here>

<Your Company Logo Here>

Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian  
Otherwise this would not have happened

Reformatted by: Brandon Fedie

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## Overview

[Theme / Setting / Genre](#)

[Core Gameplay Mechanics Brief](#)

[Targeted platforms](#)

[Monetization model \(Brief/Document\)](#)

[Project Scope](#)

[Influences \(Brief\)](#)

[The Elevator Pitch](#)

[Project Description \(Brief\)](#)

[Project Description \(Detailed\)](#)

## What sets this project apart?

[Core Gameplay Mechanics \(Detailed\)](#)

## Story and Gameplay

[Story \(Brief\)](#)

[Story \(Detailed\)](#)

[Gameplay \(Brief\)](#)

[Gameplay \(Detailed\)](#)

## Assets Needed

[2D](#)

[3D](#)

[Sound](#)

[Code](#)

[Animation](#)

## Schedule

[<Object #1>](#)

[<Object #2>](#)

[<Object #3>](#)

[<Object #4>](#)

## Overview

### ➤ Theme / Setting / Genre

- <Insert Theme here>

### ➤ Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1>
- <Gameplay Mechanic #2>
- <Gameplay Mechanic #3>
- <Gameplay Mechanic #4>

### ➤ Targeted platforms

- <Example Platform #1>
- <Example Platform #2>
- <Example Platform #3>

### ➤ Monetization model (Brief/Document)

- <Monetization Type> /Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc./
- <Link to Monetization Document>
- /How do you plan to monetize the game?/

### ➤ Project Scope

- <Game Time Scale>
  - <Cost?> /How much will it cost?/
  - <Time Scale> /How long will it take to make this game?/
- <Team Size>
  - <Core Team>
    - <Team Member Name>
      - /What does he/she do?/
      - <Cost to employ them full time or part time>
      - <etc.>
    - /List as many core team members as you need to/
  - <Marketing Team>
    - <Team Member Name>
      - /What does he/she do?/
      - <Cost to employ them full time or part time>

- <etc.>
- /List as many marketing team members as you need to/
- <Licenses / Hardware / Other Costs>
- <Total Costs with breakdown>

➤ **Influences (Brief)**

- <Influence #1>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - <Explain why this is an influence in one paragraph or less>
- <Influence #2>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - <Explain why this is an influence in one paragraph or less>
- <Influence #3>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - <Explain why this is an influence in one paragraph or less>
- <Influence #4>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - <Explain why this is an influence in one paragraph or less>

➤ **The Elevator Pitch**

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

➤ **Project Description (Brief)**

<Two-Three paragraph description>

➤ **Project Description (Detailed)**

<Four-Six paragraph project description>

## What sets this project apart?

- <Reason #1>
- <Reason #2>
- <Reason #3>
- <Reason #4>
- <etc.>

### ➤ Core Gameplay Mechanics (Detailed)

- <Core Game Mechanic #1>
  - <Details> /Describe in 2 Paragraphs or less/
  - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #2>
  - <Details> /Describe in 2 Paragraphs or less/
  - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #3>
  - <Details> /Describe in 2 Paragraphs or less/
  - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #4>
  - <Details> /Describe in 2 Paragraphs or less/
  - <How it works> /Describe in 2 Paragraphs or less/

## Story and Gameplay

### ➤ **Story (Brief)**

- <The Summary or TL;DR version of below>

### ➤ **Story (Detailed)**

- /Go into as much detail as needs be/
- /Spare no detail/
- /Use Mind Mapping software to get your point across/

### ➤ **Gameplay (Brief)**

- <The Summary version of below>

### ➤ **Gameplay (Detailed)**

- /Go into as much detail as needs be/
- /Spare no detail/
- /Combine this with the game mechanics section above/



## Assets Needed

### ➤ 2D

- Textures
  - Environment Textures
- Heightmap data (if applicable)
  - /List required data - Example: DEM data of the entire UK./
- <etc.>

### ➤ 3D

- Character List
  - Character #1
  - Character #2
  - Character #3
  - etc.
- Environmental Art Lists
  - Example #1
  - Example #2
  - Example #3
  - etc.

### ➤ Sound

- Sound List (Ambient)
  - Outside
    - Level 1
    - Level 2
    - Level 3
    - etc.
  - Inside
    - Level 1
    - Level 2
    - Level 3
    - etc.
- Sound List (Player)
  - Character Movement Sound List
    - Example 1
    - Example 2
    - etc.
  - Character Hit / Collision Sound list

- Example 1
- Example 2
- etc.
- Character on Injured / Death sound list
  - Example 1
  - Example 2
  - etc.

## ➤ **Code**

- Character Scripts (Player Pawn/Player Controller)
- Ambient Scripts (Runs in the background)
  - Example
- NPC Scripts
  - Example
  - etc.

## ➤ **Animation**

- Environment Animations
  - Example
  - etc.
- Character Animations
  - Player
    - Example
    - etc.
  - NPC
    - Example
    - etc.

## Schedule

### ➤ <Object #1>

- Time Scale
  - Milestone 1
  - Milestone 2
  - Etc.

### ➤ <Object #2>

- Time Scale
  - Milestone 1
  - Milestone 2
  - Etc.

### ➤ <Object #3>

- Time Scale
  - Milestone 1
  - Milestone 2
  - Etc.

### ➤ <Object #4>

- Time Scale
  - Milestone 1
  - Milestone 2
  - Etc.