Game Design Docoument

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Name of the Game: Village Defender
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Tutorial: Group 2
Link to the game repository: Github - Village Defender

Table of content

1 Overview

[This section is dedicated to summarize the game and to answer important initial questions: what are the game objectives? What makes it unique? Who is the targeted audience? What is the platform for the game? What genre will the game pertain? What is the overall gameplay? These are samples of what an overview section need to have. The goal of this section is to have a quick way to look for the main highlights of the game. A new member on a game development team can read this section to catch up the idea of the game, or in an advanced game design stage a designer can use it to verify if the ideas he has are in harmony with the general idea of the game. The high concept document can evolve to become this section].

1.1 Game abstract

[Summarize the game in a few words].

1.2 Objectives to be achieved by the game

[Describe the benefits to be achieved by making the game. Objectives should guide the design decisions of the game. Any constraint should be linked to objectives to].

1.3 Core gameplay

[Describe the main activity the player will be doing in the game. Focus on writing why will it be fun?].

1.4 Game features

[This section describes the principal characteristics the game will have].

1.4.1 Genre

[Describe the game genre by defining elements or a common basic rule set that describes the nature of the game].

1.4.2 Number of players

[Establish the number of players the game has. If the game has multiplayer describe the number of players intended to handle and indicate if the multiplayer game is competitive, cooperative or collaborative. Describe any special mode the game has for multiplayer].

1.4.3 Game theme

[Describe the guidelines to the aesthetics of the game. Some examples of game themes can be: post nuclear earth, Greek mythology or medieval].

1.4.4 Story summary

[Write a brief summary of the history of the game].

2 Mechanics

[This section describes the game elements, its attributes, and its interaction rules. All elements that create the game must be detailed and described in this section. A game character, its visual aspect, its sound effects, its personality may be described in this section].

2.1 Game elements categories

[Create game elements categories. This may help to organize better the design and to establish a solid base for reuse. Some examples of game elements categories are: enemy, boss, weapon, world or music].

2.2 Rules

[Describe the valid actions that the player can do and how the game should respond to these actions].

2.2.1 Interaction rules

[Describe the valid interaction between game elements and the result of the interaction].

2.2.2 Artificial Intelligence

[Describe here how the game elements should react under different circumstances in the game].

2.3 Game world elements

[Describe elements that are outside the core gameplay. Some examples of game world elements are: world map or transportation (horse, boat or car)].

2.4   Game log elements

[Describe elements that register the player progression. Some examples of game log elements can be: score, save or achievement].

2.5   Other elements

[Describe any other element that can't be classified on any other element classification in the mechanics].

2.6   Assets list

[This section contains the list of every game asset that needs to be created to finish the game].

3   Dynamics

[This section describes the flow of the game. History, levels, chapters, puzzles, interfaces (hardware and software). This section is directly related with the mechanics section since the dynamics are constructed from the elements in the mechanics].

3.1   Game World

[This section describes the world where the game is played].

3.1.1   Game theme details

[Describe the world environment, its ambientation. Put in details how the game world should look, sound and feel].

3.1.2   Missions/levels/chapters Flow

[Describe how the player can navigate through the world in the game, if navigation is linear or he can choose where to go, if he can skip levels or if there are restrictions to enter in some areas].

3.2   Missions/levels/chapters elements

[This section describes the elements that will form the core gameplay].

3.2.1 Objectives

[Describe the objectives to achieve in the dynamics of the game].

3.2.2 Rewards

[Rewards to the player for his actions in the game. Like achieving a goal or beating a challenge].

3.2.3 Challenges

[Challenges put to the players throughout the game. Some examples of challenges are: a fight, a puzzle or a boss fight].

3.3 Special areas

[Describe the areas which not classify as mission, level or chapter. Some examples of special areas are: stores, inns or bonus areas].

3.4 Game interface

[Describe every element of every screen that the player can manipulate. Some screen examples can be: title, options, main, inventory or save].

3.5 Controls interface

[Describe how the player can manipulate every screen in the game].

3.6 Game Balance

[Describe the elements that are easy to change and can be used to increase or decrease the challenges difficulty. Examples of elements that can easily balance the challenges are enemy speed, life or number of enemies in a fight].

4 Visuals and Sounds

[This section details what the player sees and hears. This section can be extended in case of augmented reality games like the inclusion of smells].

4.1 Game visuals

[Describe all the visual aspects of the game used by providing screenshots and short descriptions].

4.2 Game sounds

[Describe all the sound and music used in the game and describe why you use them].

5 Document information

5.1 Definition, acronyms and abbreviations.

[Define all the concepts, acronyms and abbreviations needed to the understanding of this document].

Term or abbreviation Definition and acronyms

5.2 Document references.

[List all the documents referenced by this GDD and specify where they can be found].

6 Attachments

[Add any other information or relevant document to the design of the game].