# 

# **GAME NAME**

# **Game Design Document (template)**

# **Copyright Information**

# **Version history**

|  |  |  |
| --- | --- | --- |
| **Time** | **Author** | **Changes** |
|  |  |  |

# **Table of Contents**

**Contents**

[GAME NAME 1](#_gjdgxs)

[Game Design Document 1](#_30j0zll)

[Copyright Information 2](#_1fob9te)

[Version history 2](#_3znysh7)

[Table of Contents 2](#_2et92p0)

[Game Overview 5](#_tyjcwt)

[Game Concept 5](#_3dy6vkm)

[Feature Set 5](#_1t3h5sf)

[Genre 5](#_4d34og8)

[Target Audience 5](#_2s8eyo1)

[Game Flow 5](#_17dp8vu)

[Look and Feel 5](#_3rdcrjn)

[Project Scope 5](#_26in1rg)

[Number of locations 5](#_lnxbz9)

[Number of levels 5](#_35nkun2)

[Number of NPC’s 5](#_1ksv4uv)

[Number of weapons 5](#_44sinio)

[Gameplay and Mechanics 6](#_2jxsxqh)

[Gameplay 6](#_z337ya)

[Game Progression 6](#_3j2qqm3)

[Mission/challenge Structure 6](#_1y810tw)

[Puzzle Structure 6](#_4i7ojhp)

[Objectives – What are the objectives of the game? 6](#_2xcytpi)

[Play Flow – How does the game flow for the game player 6](#_1ci93xb)

[Mechanics 6](#_3whwml4)

[Physics – How does the physical universe work? 6](#_2bn6wsx)

[Movement 6](#_qsh70q)

[Objects 6](#_3as4poj)

[Actions 7](#_1pxezwc)

[Combat – If there is combat or even conflict, how is this specifically modeled? 7](#_49x2ik5)

[Economy – What is the economy of the game? How does it work? 7](#_2p2csry)

[Screen Flow 7](#_147n2zr)

[Screen Flow Chart – A graphical description of how each screen is related to every other 7](#_3o7alnk)

[Screen Descriptions – What is the purpose of each screen? 7](#_23ckvvd)

[Game Options – What are the options and how do they affect game play and mechanics? 7](#_ihv636)

[Replaying and Saving 7](#_32hioqz)

[Cheats and Easter Eggs 7](#_1hmsyys)

[Story, Setting and Character 8](#_41mghml)

[Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible. 8](#_2grqrue)

[Back story 8](#_vx1227)

[Plot Elements 8](#_3fwokq0)

[Game Progression 8](#_1v1yuxt)

[License Considerations 8](#_4f1mdlm)

[Cut Scenes 8](#_2u6wntf)

[Game World 8](#_19c6y18)

[General look and feel of world 8](#_3tbugp1)

[Area #1 8](#_28h4qwu)

[Characters 9](#_nmf14n)

[Character #1 9](#_37m2jsg)

[Levels 10](#_1mrcu09)

[Level #1 10](#_46r0co2)

[Synopsis 10](#_2lwamvv)

[Introductory Material (Cut scene? Mission briefing?) 10](#_111kx3o)

[Objectives 10](#_3l18frh)

[Physical Description 10](#_206ipza)

[Map 10](#_4k668n3)

[Critical Path 10](#_2zbgiuw)

[Encounters 10](#_1egqt2p)

[Level Walkthrough 10](#_3ygebqi)

[Closing Material 10](#_2dlolyb)

[Interface 10](#_sqyw64)

[Visual System 10](#_3cqmetx)

[HUD - What controls 10](#_1rvwp1q)

[Menus 10](#_4bvk7pj)

[Rendering System 10](#_2r0uhxc)

[Camera 10](#_1664s55)

[Lighting Models 10](#_3q5sasy)

[Control System – How does the game player control the game? What are the specific commands? 10](#_25b2l0r)

[Audio 10](#_kgcv8k)

[Music 10](#_34g0dwd)

[Sound Effects 10](#_1jlao46)

[Help System 10](#_43ky6rz)

[Artificial Intelligence 11](#_2iq8gzs)

[Opponent AI – The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed? 11](#_xvir7l)

[Enemy AI – Villains and Monsters 11](#_3hv69ve)

[Non-combat Characters 11](#_1x0gk37)

[Friendly Characters 11](#_4h042r0)

[Support AI 11](#_2w5ecyt)

[Player and Collision Detection 11](#_1baon6m)

[Pathfinding 11](#_3vac5uf)

[Technical – This may be abbreviated with most in the Technical Bible. 11](#_2afmg28)

[Target Hardware 11](#_pkwqa1)

[Development hardware and software 11](#_39kk8xu)

[Development procedures and standards 11](#_1opuj5n)

[Game Engine 11](#_48pi1tg)

[Network 11](#_2nusc19)

[Scripting Language 11](#_1302m92)

[etc. 11](#_3mzq4wv)

[Game Art - This may be abbreviated with most of the content in an Art Bible. 11](#_2250f4o)

[Concept Art 11](#_haapch)

[Style Guides 11](#_319y80a)

[Characters 11](#_1gf8i83)

[Environments 12](#_40ew0vw)

[Equipment 12](#_2fk6b3p)

[Cut scenes 12](#_upglbi)

[Miscellaneous 12](#_3ep43zb)

[Secondary Software 12](#_1tuee74)

[Editor 12](#_4du1wux)

[Installer 12](#_2szc72q)

[Update software 12](#_184mhaj)

[Management 12](#_3s49zyc)

[Detailed Schedule 12](#_279ka65)

[Budget 12](#_meukdy)

[Risk Analysis 12](#_36ei31r)

[Localization Plan 12](#_1ljsd9k)

[Test Plan 12](#_45jfvxd)

[Appendices 12](#_2koq656)

[Asset List 12](#_zu0gcz)

[Art 12](#_3jtnz0s)

[Sound 12](#_1yyy98l)

[Music 13](#_4iylrwe)

[Voice 13](#_2y3w247)

# **Game Overview**

## ***Game Concept***

## ***Feature Set***

## ***Genre***

## ***Target Audience***

## ***Game Flow***

How does the player move through the game. Both through framing interface and the game itself.

## ***Look and Feel***

What is the basic look and feel of the game? What is the visual style?

## ***Project Scope***

A summary of the scope of the game.

### **Number of locations**

### **Number of levels**

### **Number of NPC’s**

### **Number of weapons**

# **Gameplay and Mechanics**

## ***Gameplay***

### **Game Progression**

### **Mission/challenge Structure**

### **Puzzle Structure**

### **Objectives – What are the objectives of the game?**

### **Play Flow – How does the game flow for the game player**

## ***Mechanics***

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### **Physics – How does the physical universe work?**

### **Movement**

#### **General Movement**

#### **Other Movement**

### **Objects**

#### **Picking Up Objects**

#### **Moving Objects**

### **Actions**

#### **Switches and Buttons**

#### **Picking Up, Carrying and Dropping**

#### **Talking**

#### **Reading**

### **Combat – If there is combat or even conflict, how is this specifically modeled?**

### **Economy – What is the economy of the game? How does it work?**

## ***Screen Flow***

### **Screen Flow Chart – A graphical description of how each screen is related to every other**

### **Screen Descriptions – What is the purpose of each screen?**

#### **Main Menu Screen**

#### **Options Screen**

## ***Game Options – What are the options and how do they affect game play and mechanics?***

## ***Replaying and Saving***

## ***Cheats and Easter Eggs***

# **Story, Setting and Character**

## ***Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.***

### **Back story**

### **Plot Elements**

### **Game Progression**

### **License Considerations**

### **Cut Scenes**

#### **Cut scene #1**

##### ***Actors***

##### ***Description***

##### ***Storyboard***

##### ***Script***

## ***Game World***

### **General look and feel of world**

### **Area #1**

#### **General Description**

#### **Physical Characteristics**

#### **Levels that use area**

#### **Connections to other areas**

## ***Characters***

### **Character #1**

#### **Back story**

#### **Personality**

#### **Look**

##### ***Physical characteristics***

##### ***Animations***

#### **Special Abilities**

#### **Relevance to game story**

#### **Relationship to other characters**

#### **Statistics**

# **Levels**

## ***Level #1***

### **Synopsis**

### **Introductory Material (Cut scene? Mission briefing?)**

### **Objectives**

### **Physical Description**

### **Map**

### **Critical Path**

### **Encounters**

### **Level Walkthrough**

### **Closing Material**

# **Interface**

## ***Visual System***

### **HUD - What controls**

### **Menus**

### **Rendering System**

### **Camera**

### **Lighting Models**

## ***Control System – How does the game player control the game? What are the specific commands?***

## ***Audio***

## ***Music***

## ***Sound Effects***

## ***Help System***

# **Artificial Intelligence**

## ***Opponent AI – The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?***

## ***Enemy AI – Villains and Monsters***

## ***Non-combat Characters***

## ***Friendly Characters***

## ***Support AI***

### **Player and Collision Detection**

### **Pathfinding**

# **Technical – This may be abbreviated with most in the Technical Bible.**

## ***Target Hardware***

## ***Development hardware and software***

## ***Development procedures and standards***

## ***Game Engine***

## ***Network***

## ***Scripting Language***

## ***etc.***

# **Game Art - This may be abbreviated with most of the content in an Art Bible.**

## ***Concept Art***

## ***Style Guides***

## ***Characters***

## ***Environments***

## ***Equipment***

## ***Cut scenes***

## ***Miscellaneous***

# **Secondary Software**

## ***Editor***

## ***Installer***

## ***Update software***

# **Management**

## ***Detailed Schedule***

## ***Budget***

## ***Risk Analysis***

## ***Localization Plan***

## ***Test Plan***

# **Appendices**

## ***Asset List***

### **Art**

#### **Model and Texture List**

#### **Animation List**

#### **Effects List**

#### **Interface Art List**

#### **Cut scene List**

### **Sound**

#### **Environmental Sounds**

#### **Weapon Sounds**

#### **Interface Sounds**

### **Music**

#### **Ambient**

#### **“Action”**

#### **Victory**

#### **Defeat**

### **Voice**

#### **Actor #1 lines**