

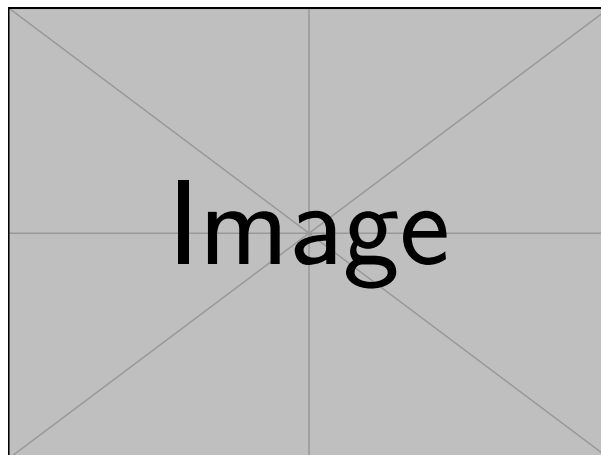
# Game Design Document

Project Title

Version 1.0

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"A game for everyone is a game for no one." - Arrowhead Studios



Team Name or Author(s)

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## Marketing

### Delivery Date

Mention your target delivery date.

### Genre

In one sentence, describe the genre of your game.

### Category

Classify your game into established genre categories found in most game markets.

### Similar Titles

Name similar titles to help further classify your game.

### Setting

(Explain the setting of your game world in a single sentence.)

### Look

(Very briefly describe how the players experience the game.)

### High Concept

(Write a few paragraphs explaining what the game is about.)

### Plot

(Divide the plot into acts and briefly explain the core of each act.)

### Competitive Analysis

(Present the market and your competition. Also talk about your unique selling points which sets the game apart.)

### Technology

(Mention important technologies that will be used during development (e.g., game engine, VR, input schemes, etc.).)

## System Requirements

(Give a short overview on the expected system requirements.)

- Operating System:
- Processor:
- Memory:
- Graphics:
- Download Size:

## Target Platform

(Quickly mention on which platform you plan on releasing the game.)

## Monetization

(Talk about how you plan on making money during development and after release. You can also expand on in-game purchases or future content.)

## Localization

(Shortly present your localization plans.)

## Gameplay Overview

### Gameplay Loop

(Describe the gameplay loop, meaning, what will the player do for most of the game in terms of gameplay.)

### Unique Mechanics

(Showcase unique gameplay mechanics here.)

### Player Choice

(If your game features gameplay decisions or liberties on how the player can overcome gameplay obstacles, mention them here.)

## Game Flow

### Entry Point

(What is the entry point of the game and how does the player navigate it to play the game (main menu → *tutorial* → *firstlevel*)?)

### Progression Flow

(How is progression integrated into the game?)

### Motivation

(Mention how your game manages to keep players motivated.)

## Plot Details

### Act 1

(Explain the plot of Act 1 in detail.)

### Act 2

(Explain the plot of Act 2 in detail.)

### Act 3

(Explain the plot of Act 3 in detail.)

### Act 4

(Explain the plot of Act 4 in detail.)



## Player Experience

### Key Moments

(Describe key narrative or gameplay moments.)

### Objectives and Progression

(Explain how objectives are presented and how players progress.)

## Art, Sound and Music

### Music Style

(Describe the genre, tone and instrumentation of the game's music.)

### Art Style

(What visual style and inspiration define your game art?)

### Sound Design

(Discuss ambiance, feedback sounds, UI audio, etc.)

## Game Elements and Systems

### Game World

(Describe the structure and layout of your game world.)

### User Interface

(Explain the design and logic of your in-game UI.)

### MVP Systems and Features

(Which systems are essential for the first playable version?)

### Game Objects

(What interactable or visual objects make up your game world?)

## Development

### Tools

(Which tools (game engines, editors, etc.) will be used?)

### Development Plan

(What are the major phases and milestones?)

### Programming Language

(Mention the primary language(s) used and why.)

### Directory Structure and File Naming Conventions

(What is your folder structure? What naming rules apply?)

### Prototype

(What will your prototype cover, and how will it be used?)

## References