

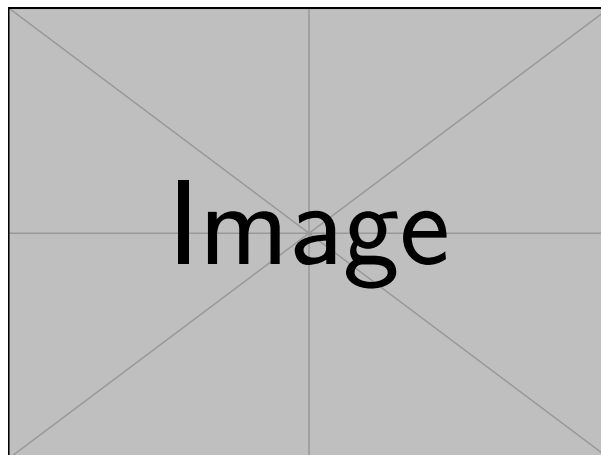
# Game Design Document

Project Title

Version 1.0

July 30, 2025

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



Team Name or Author(s)

# Contents

<b>Marketing</b>	<b>2</b>
Delivery Date . . . . .	2
Genre . . . . .	2
Category . . . . .	2
Similar Titles . . . . .	2
Setting . . . . .	2
Look . . . . .	2
High Concept . . . . .	2
Plot . . . . .	2
Competitive Analysis . . . . .	2
Technology . . . . .	2
System Requirements . . . . .	3
Target Platform . . . . .	3
Monetization . . . . .	3
Localization . . . . .	3
<b>Game Flow</b>	<b>4</b>
<b>Game Flow</b>	<b>5</b>
<b>Plot Details</b>	<b>6</b>
<b>Player Experience</b>	<b>7</b>
Key Moments . . . . .	7
Objectives and Progression . . . . .	7
<b>Art, Sound and Music</b>	<b>8</b>
Music Style . . . . .	8
Art Style . . . . .	8
Sound Design . . . . .	8
<b>Game Elements and Systems</b>	<b>9</b>
Game World . . . . .	9
User Interface . . . . .	9
MVP Systems and Features . . . . .	9
Game Objects . . . . .	9
<b>Development</b>	<b>10</b>
Tools . . . . .	10
Development Plan . . . . .	10
Programming Language . . . . .	10
Directory Structure and File Naming Conventions . . . . .	10
Prototype . . . . .	10

## 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

- 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.





## Plot Details

## 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 inspirations define your game's 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