

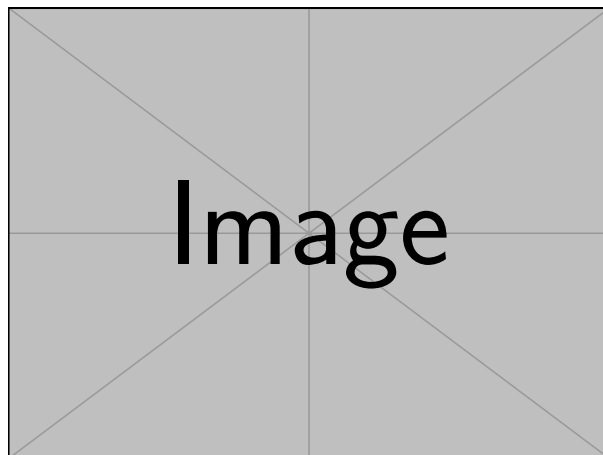
Game Design Document

Project Title

Version 1.0

July 25, 2025

"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

- 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

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