**(Delete this line after reading: please go to Blackboard, refer to the available lectures (recordings & PDFs) and make use of them throughout this exercise)**

**GAME NAME HERE**

Optional: add subtitle or high game concept, e.g., 2D space shooter with puzzle elements or 2D Action-Adventure with extremely high difficulty curve

Game Design Document

as of <Date>

Revision 1.1

Written by:

Your name (+ student number)

**<Your imaginative Team/Company logo or name>**

Index

*Important: the page numbers need to be adjusted accordingly!*

1. Game overview

1.1 Summary

1.2 Game Concept

1.3 Genre

1.4 Targets

1.4.1 User input

1.5 Setting

1.6 Look and feel

1.7 Game flow

1.8 Game Design Construct

2. Gameplay

2.1 Mechanics

2.2 Flow and progression

2.3 Structure, pacing and Level Design

3. Production

3.1 Assets

*Optional: this GDD can be extended by adding additional chapters, see below (leave those that do not apply):*

* ***(Gameplay) Physics****: How does the physical universe work? How does Gravity work? How do objects affect others?*
* ***(Gameplay) Actions****: Including whatever switches and buttons are used, interacting with objects, and what means of communicating those are used (visual / audible feedback)?*
* ***(Gameplay) Combat****: If there is combat or even conflict, how is this specifically overcome by the player? What are the options and strategies?*
* ***(Game Overview) Economy****: If applicable, what is the economy of the game as in currency/money? How does it work? How does the player affect it?*
* ***(Game Overview) Interface****: Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera showing?*
* ***(Game Overview, chapter 1.4 - Control System)****: How does the game player control the game? What are the specific commands?*
* ***Help/hint System****: How are lost players supported by the game? What and when does it happen exactly?*
* ***Postmortem****: If you feel the need of telling us the whole story behind your development process, feel free to add a short postmortem to the end of the Game Design Document.*

**Note**: not all the features described in this document need to be fully implemented, but do mention whenever a feature didn’t make it into the game and why. Also remove all greyed out sentences before submitting!

1. Game overview

*!IMPORTANT!: delete all greyed-out lines in this document once you’re done as they only serve as helpful guidelines and future viewer’s of this document would not care or get confused by them.*

*This chapter describes the concept* ***ideas*** *and is more of a* ***general******guideline*** *for developing the game.*

*Optional: The “Mantra” of your game goes here. It’s a 1-2 line sentence to always remember through the development of your game.*

*Lecture 5’s section about MD****A*** *& its ‘****A****esthetics’ could come in handy.*

**URL/Link** to **your game**: provide a link to your game so that we can access it easily. e.g., http://iamaurltoyourgame.com or a link to your game on flowlab.io, the GXC cloud (Game Maker Studio 2) etc.

Upload your documents to OneDrive (link provided on Blackboard) into your respective class (e.g., folder called *Documents Aa Ab). Call the files: your\_name\_studentnumber\_filename.docx*

1.1 Summary

*The game’s summary is a* ***brief description of your game and encapsulates everything*** *you would want to tell someone in an* ***elevator pitch****. You should start with a paragraph that outlines the* ***main******vision*** *of your game. You will expand upon these points later in greater detail in the upcoming chapters below.*

1.2 Game concept

*The game concept description is* ***a layout of every detail of the summary*** *for your game. This usually branches on points more specific to your game such as* ***story****,* ***core mechanics****, and* ***gameplay elements*** *that define your game, but generally all of those* ***in a broader sense*** *(no details as to how exactly it will be incorporate needed as of yet). Also mention the* ***essence(s)*** *you’re going for. Keep in mind that it should be at least* ***‘Capture’*** *(+ others). Lecture 5’s section about ‘Aesthetics’ might also come in handy later.*

1.3 Genre

*A brief description of the* ***genre and style of gameplay*** *you’re going for. Keep in mind that it should be either a* ***platformer*** *or an* ***action-adventure*** *or a combination of them, mainly for simplicity’s sake. Don’t shy away from referring to games that exist and examples of games with combined and mixed essences. Also mention what* ***skills*** *the game requires of the player (mental, social, physical).*

1.4 Targets

|  |  |
| --- | --- |
| Target Audience(s)  * Ages: *0 - 99* * Optional: Gender: *based on stereotypical preferences described in lecture 4* * Focus groups:   + *Indie Game Fans*   + *Platformer Game Fans*   + *Fighting Game Fans*   + *Player types: Achiever, Socializer, Explorer, Killer (highlight the ones that are utilized or remove those that aren’t tailored towards)* | Target Hardware  * *Platform(s):*   + *Nintendo Switch*   + *Windows OS / PC (provide information about the minimum hardware requirements like CPU, GPU, RAM, hard disk space etc., optionally also provide information about optimal specs for the best experience)*   + *etc.* |

*Optional: Go into more detail about the focus groups and their preferences and how you’re going to tailor to their expectations. This is also a great opportunity to mention and describe how the four player types could fit into your core game design.*

1.4.1 User input

Outline **supported controller types** and optionally the **layout of your controlling device** and **user input** the player will be able to make use of during the game (as with quite some other parts of this document, some of the statements are of speculative nature and don’t need to be made by students, e.g. you don’t need a PlayStation 4 controller to work with your game even though it’s stated etc.)

1.5 Setting

*Outline the* ***world*** *that your game is placed in. Describe the* ***history*** *of the world, the* ***appearance*** *of the world, and the* ***types*** *of* ***characters*** *(protagonists/antagonists) and* ***threats****(obstacles/creatures) that live inside it and their* ***motivations****. Includes back story, plot elements, game progression, and optionally, cut scenes. Cut scenes descriptions include the actors, the setting, and a storyboard or script.*

1.6 Look and feel

*Describe the general* ***feel and style*** *of the game, both in terms of* ***game art****,* ***music/sound*** *(visual and audible aesthetics). Also don’t shy away from referencing existing games to clarify your vision.*

*Optional: provide examples (preferably links to outsourced material) that showcase what you’re going for. You should provide rough drafts and a list of the types of assets that you potentially plan to use in the future.*

1.7 Game flow

*Briefly provide some insights on how you play the game on a* ***moment-to-moment basis*** *and how to incorporate those ideas into the game most effectively. Keep in mind that this section is more about the* ***core concepts of the flow*** *the player is supposed to experience. For further details head over to chapter 2.2 to provide more information about collisional based events, states, statements in the form of tables and guidelines for a more comprehensible structure for scripters & coders.*

1.8 Game Design Construct

*Paste in the Game Design Construct you’ve made in lab 2 here, based on the template we provide on Blackboard (week 2.4).*

2. Gameplay

*This chapter goes into more thorough detail which is needed to* ***communicate functionality and features*** *you would need to script the gameplay. It also communicates more intricate details, especially about* ***states, statements*** *(if/then/else) etc.*

*Optional: 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! Also look for optional content listed under the Table of contents if you want to expand on this.*

2.1 Mechanics

*This should be an overview of all the mechanics of the game. Describe the* ***main/core mechanic(s)****, the* ***main hook(s)*** *of the game in greater detail. You should provide an overview about how the player* ***interacts*** *with the world and what actions they can take as a character (jumping, crafting, magic casting, etc.).*

*You may want to go for conceptual mechanics design as opposed to explaining the main mechanics in an elaborate and tedious fashion.*

**Conceptual mechanics design example for a 2D platformer:**

*A picture containing text

Description automatically generated*

2.2 Flow and progression

*Describe what makes the player want to continue playing and what makes the experience engaging. Think about the* ***goal – achievement – reward cycle*** *and provide insights on how to incorporate the cycle effectively. Also provide (a)* ***flow chart(s)*** *to showcase how the game flows on a more technical basis.*

***Example****:* <https://www.lucidchart.com/documents/view/46553998-9e5c-4e28-8ec1-1ec0b5d481e9/0_0>

2.3 Structure, pacing and Level Design

Go into great detail about the plot of your game (narrative) and **the level design setup and structure** based on the theory of the lectures. Do this on a level-to-level basis. Keep the **3-act-structure** in mind. Introduce plot points to keep the player engaged. Each level should include a **synopsis**, the required **introductory** **material** (and how it is provided), the **objectives**, and the **details** of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

Describe how the different **player types** will be incorporated into the flow of the game (killer, achiever, socializer, explorer). If not every single one fits into your narrative and type of game, it’s fine. One or two are also fine, but the level design should clearly reflect that.

This chapter can be quite long and elaborate based on your ambitions and genre. In most cases pictures tell more than a thousand words, so either link to an external collage of conceptual (level) designs, mock-ups etc. or paste pictures in here, but stay within reason (insanely large pictures will kill the flow of this document 😉)

**Conceptual level design example for level 1 of a 2D platformer:**

Diagram, map

Description automatically generated with medium confidence

3.1 Assets

Post a list of the assets (images, sprites, sounds, royalty free music etc.) you are planning to use or assets you have used for the game in order to spice up the visuals, e.g. sprites, texture atlases, illustration, other 2D/rendered 3D art etc.

Also describe where you got them from and credit the original creators accordingly.

3.2 Self-made assets (optional)

If you are artistically inclined and made your own art (including sounds & music even) make sure to describe those here.

In general, it’s wise to branch all the assets of for what they are used. You could arrange and list them by giving them tags like ‘SFX’, ‘character art’, ‘environment’ etc. for the sake of organisation (and thus, readability of your document in general)

**Keep in mind:** for the Game Design assignment itself, we do not care about art. It won’t be graded and spending a lot of time on it is eventually going to take away from designing the game itself (you can’t play graphics). Look at the rubrics whenever in doubt (you’ll find them in the cluster manual).

OPTIONAL CONTENT

(see table of contents page for suggestions)