<Awesome Maze>

Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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[Overview](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.uzq23hfhdv6e)

[Targeted platform](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.kvz0cxkhwt0s)s

[Project Scope](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.rdb2xo3rjh0s)

[The elevator Pitch](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.z7oe7x50rpf3)

[Project Description (Detailed](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.exbmsy55zuvb)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.y46mn9zee60t)

[Story and Gameplay](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.6m1256af7s3j)

[- Sound](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1An6WqTaU1TcmIFTWgCgoKJ5UXmFL0EXDwWiK1W8pXqM/edit#heading=h.kmt9zaowjejr)

Overview

**Theme / Setting / Genre**

    - Puzzle Game

**Core Gameplay Mechanics Brief**

    - <Gameplay Mechanic #1>

    - <Gameplay Mechanic #2>

    - <Gameplay Mechanic #3>

    - <Gameplay Mechanic #4>

**Targeted platforms**

    - <Example Platform #1 Here>

    - <Example Platform #2 Here>

    - <Example Platform #3 Here>

**Project Scope**

**The elevator Pitch**

First person maze running game that consists of multliple levels.

**Project Description (Brief):**

<Two Paragraphs at least>

<No more than three paragraphs>

**Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

**Core Gameplay Mechanics (Detailed)**

**- <Core Gameplay Mechanic #1>**

        - <Details>

            /Describe in 2 Paragraphs or less/

        - <How it works>

            /Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #2>**

        - <Details>

            /Describe in 2 Paragraphs or less/

        - <How it works>

            /Describe in 2 Paragraphs or less/

Story and Gameplay

**Story (Brief)**

<The Summary or TL;DR version of below>

**Story (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

**Gameplay (Brief)**

<The Summary version of below>

**Gameplay (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

-First Person

-Level Creation

- Environmental Art Lists

        - Example #1

        - Example #2

        - Example #3

        - etc.

**- Sound**

    - Sound List (Ambient)

        - Outside

            - Level 1

            - Level 2

            - Level 3

            - etc.

        - Inside

            - Level 1

            - Level 2

            - Level 3

            - etc.

- Sound List (Player)

        - Character Movement Sound List

            - Example 1

            - Example 2

- etc.

        - Character Hit / Collision Sound list

- Example 1

            - Example 2

- etc.

**- Code**

    - Ambient Scripts (Runs in the background)

    - Example

-Script for instructions or the story??

**- Animation**

    - Environment Animations

        - Example

        - etc.

    - Character Animations

Schedule

Left this blank because not too sure about deadlines etc.