Game Design Document

# Background: The Game Design Document (GDD) serves as the overall design details document. The entire development team of writers, programmers, graphic artists, and others, will use the GDD to guide their work in the development process. A GDD is a “living” document in that it will be revised and updated by the team throughout the development process to reflect new ideas, alter plans, and resolve problems. An online document collaboration tool such as Microsoft Office Web Apps (<http://office.microsoft.com/en-us/web-apps/> ) is useful for the purposes of the GDD.

# Directions: Use the suggested section headings below to structure your GDD document. Headings that do not apply to your game can be deleted. Add additional headings as needed.

**Title**

May the Fourth

**Game Type/Genre *(What sort of game and for what medium (console, mobile, pc))***

PC/Xbox, open space adventure bullet hell

***S*hort Description/Overview *(One paragraph or less)***

Han Solo and Chewbacca fly the Millennium Falcon around the galaxy and destroy their enemies.

**Game Philosophy *(Why create this game?)***

To combine the worlds of Japanese bullet hells and Star Wars!

**Audience *(Describe them and how the game meets their expectations)***

Fans of Touhou and Star Wars

**Innovation *(What is new, unique, or innovative about the game?)***

It combines the best of both worlds of bullet hells and open world games

**Fun/Challenge**

Dodge the bullets and explore the universe

**Mood *(How do you feel when playing? What emotion(s) does the game evoke?)***

Tense,

**Comparison Games *(List similar games)***

Touhou

Heat Signature

**Scenario/Setting**

A galaxy far far away

**Characters/Players**

Han Solo

**Plot *(Story structure or narrative. Include a graphic like a flowchart)***

**Game Progression *(What changes during the game experience?)***

**Game Play**

**Mechanics**

Open space gameplay

Touhou-style bullet hell

**User controls**

Thumbsticks – move around

A Button - shoot

**Graphics**

**Theme *(Style and perspective)***

Open space: dark, with ships around

Touhou-style bullet hell: bright and flashy

**Levels *(Diagram the physical layout)***

**Screens *(Describe or sketch the title, information, cut scenes, etc.)***

**User Interface *(Diagram and write a short description)***

Minimalistic, health bar above

**Audio *(Describe the background music, sound effects, and when they are activated)***

Star Wars theme – title screen

Star Wars soundtrack - exploring

Touhou soundtrack - battles