GDD TEMPLATE

Game Name:

Rise Time:

Genre:

Description:

Final Event:

References:

ART

Art Style:

Camera Angle:

Material / Shader:

Lighting Settings:

Particle Systems:

ASSETS

Characters / Objects:

Environment:

Buildings:

Obstacles:

Platform Types:

Collectables:

Props:

Others:

MECHANIC

Control:

Type:

Mechanic Features:

Economy Models:

ANIMATIONS

Walk / Run:

Idle:

Combat:

Special Movements:

Others:

UI

Panels:

Buttons:

Icons:

Others:

LEVEL DESIGN

Level Count / Area Count:

Win Case:

Fail Case:

Degree of Difficulty:

User Progress Case: