Game Design Document - Example

Student Card number

1234567890

Game Name

Zombie Shooter Example

Game Story

Game backstory

Zombie have taken over the park!
Zak the Zombie killer must take them all out before they escape!

Character 1

Character name

Zak the Zombie killer

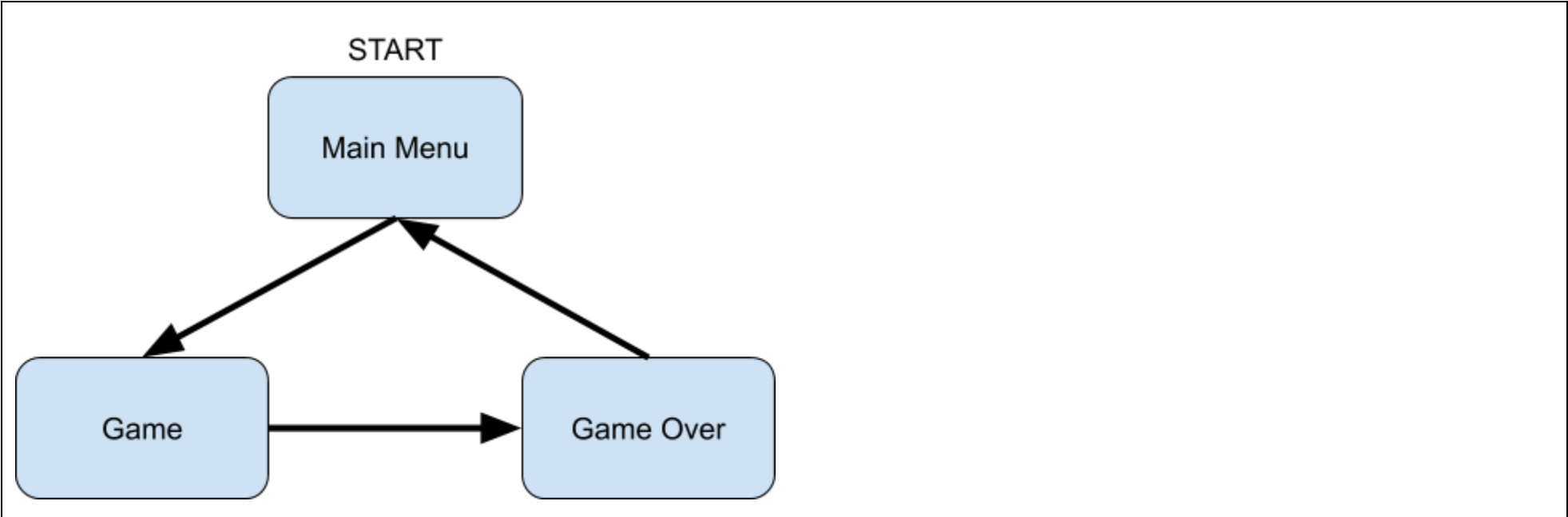Appearance

Character backstory

Zak is a professional Zombie hunter, whose services do not come cheap. He started his business when the apocalypse started and has always had work since.

Stereotypes

Action Hero

Menu System

Menu flowchart

START

Main Menu

Game

Game Over

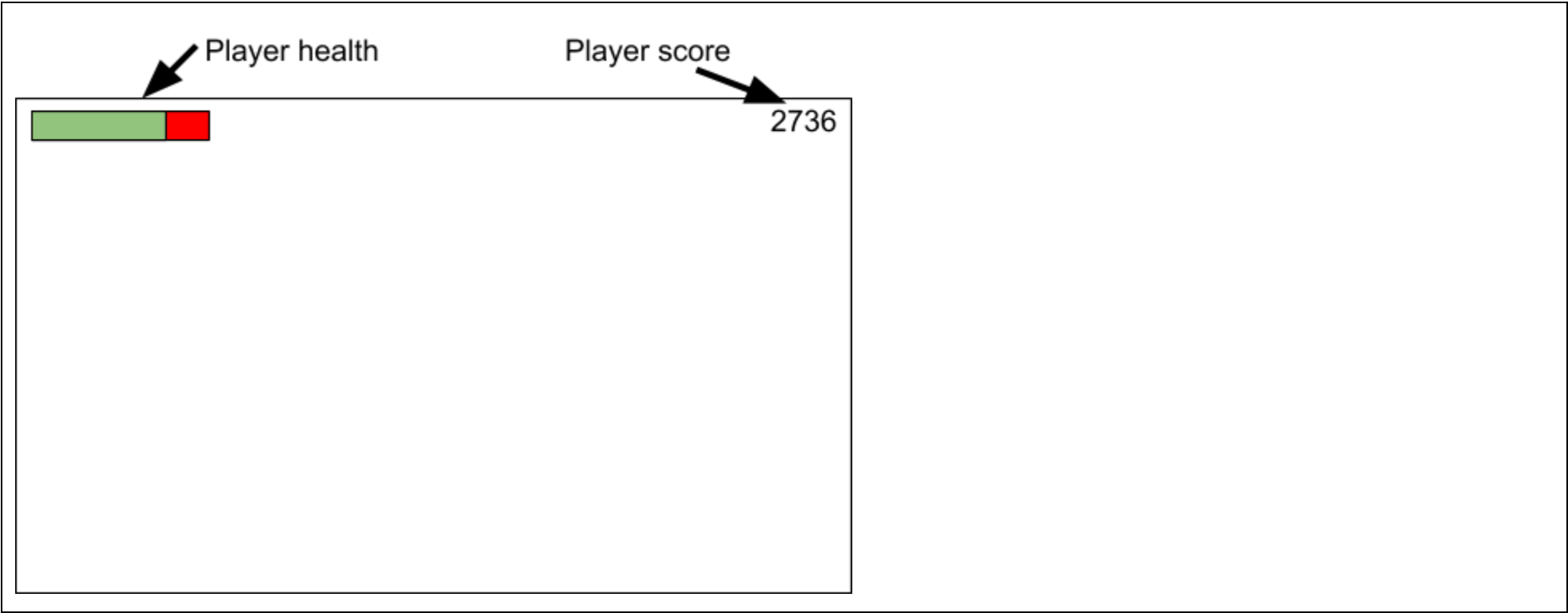# Menu Screens

Main menu screen diagram

START GAME

Main menu screen description

START GAME button
- Loads the Game scene
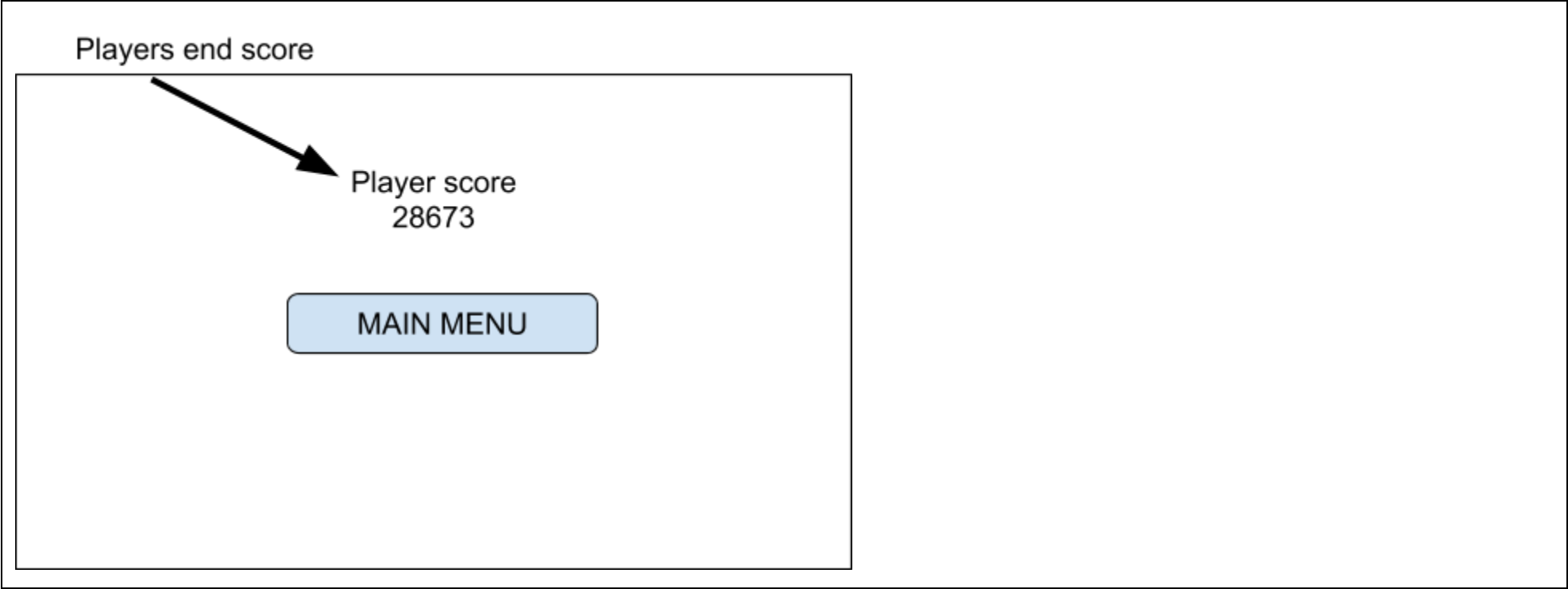
Game screen diagram

Game screen description

Player health
- displays the player's current health state
- when the bar is all red, the Game Over screen will load automatically

Player score
- displays the player's current score

Game Over screen diagram

Game Over screen description

MAIN MENU button
- Loads the Main Menu scene

Players end score
- displays the final score of the last game

Game Elements

Player Character

Graphics

Character name	Graphics
Zak	

Settings

Property	Description	Type
Health	Player health. Ends the game if health runs out	int
Speed	Movement speed of the player	float
Turn speed (Smoothing)	Rotation speed of the player	float

Weapons

Graphics

Weapon name	Graphics
Twin Laser pistols	Weapon Bullet

Settings

Properties	Description	Type
Fire time	measured in seconds	float
Damage	Damage done to the target	int
Speed	Travel speed of the bullet	float
Destroy time	The bullet will destroy itself after this time if it hits nothing	float

Enemies

Enemy name	Graphics
Zombie	

Properties	Description	Type
Health	Zombie health Zombie is removed from the game if it runs out	int
Damage	If the Zombie touches the player it will do damage for this amount	int
Speed	Movement speed of the Zombie	float
Turn speed (Smoothing)	Rotation speed of the zombie	float
Score	Score added to the player if this Zombie dies	int

Blocks

Block name	Graphics
Rock	

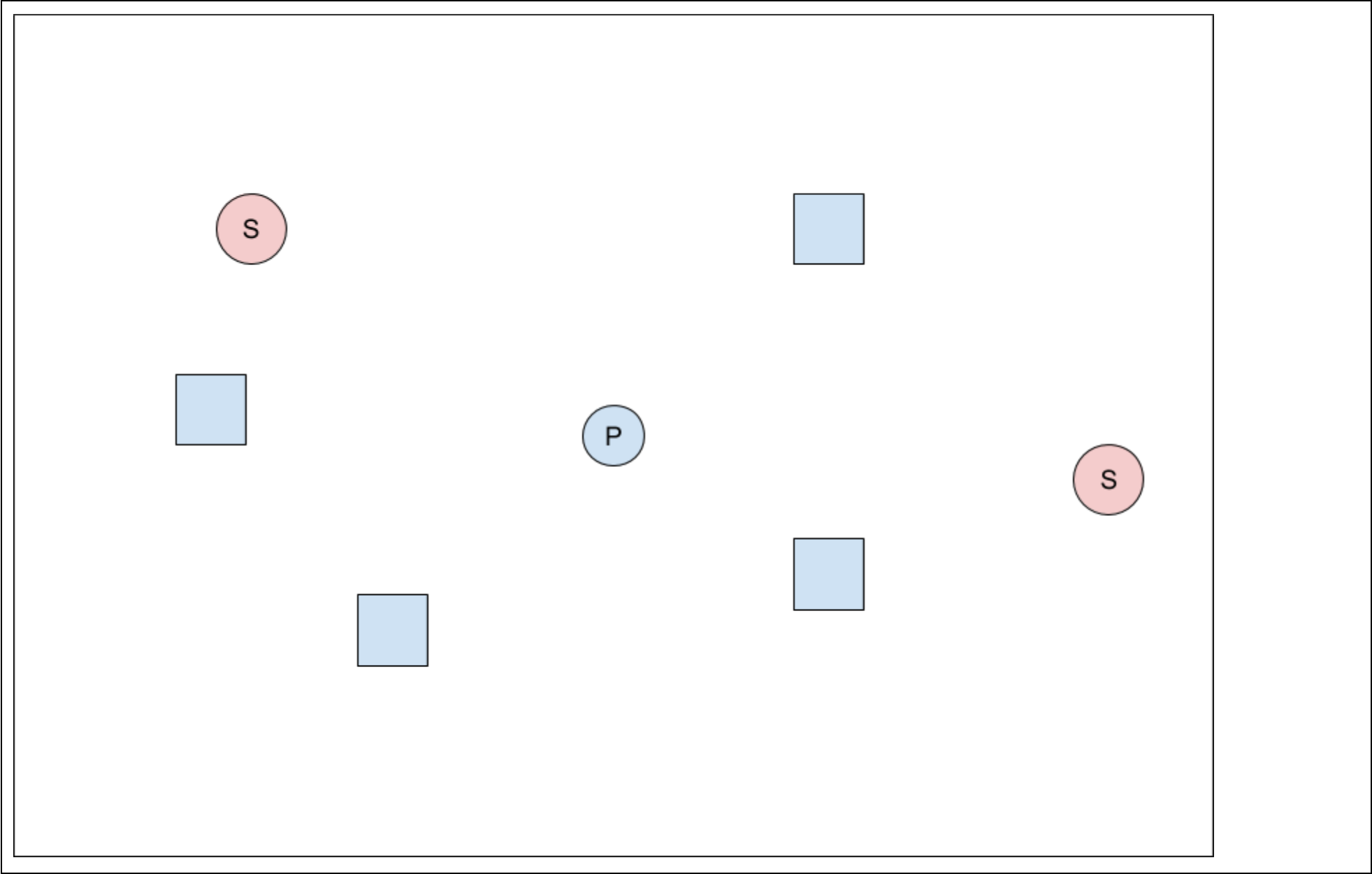| Properties	Description	Type
none	An obstacle that players, zombies and bullets cannot pass	-

Level plan

Key

(P) Player Charact

(S) Zombie Spawn

▢ Rock

Level Diagrams

Level 1

Game Breakdown

Space

Top down
Bounded
Camera
- Follows player on Horizontal and Vertical

Rules

Player
- loses health when hit by a Zombie
- game is over when player loses all health

Bullet
- dies when hitting something
- dies after a short time

Zombie
- loses health when hit by a player bullet
- adds to player score when killed

Goal

Survive as long as possible

Mechanics

Running
Shooting
Avoiding

In game controls

Keys
- W - Move Up
- S - Move Down
- A - Move Left
- D - Move right

Mouse
- Cursor - Look at mouse position
- Left click - Fire weapon

Press Kit

Store icon/Logo

Core features

Top down gameplay
Zombie shooting

Screenshots

Rating

Similar games

Game name

Crimsonland

Game link

Description of similar features

Top down view
Shooter gameplay
Arena combat

Youtube review channels

Channel name

ALPHAL3GION - PC Gaming Critic and Commentator

Channel link

https://www.youtube.com/channel/UCaaGfrsjw-cuqVfLHglygIw

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