Generic Blank Game Design Document (GDD)

Your Game Logo

Here

***‘Catchy Game Tagline’*** - you

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|  |
| --- |
|  |

# 1 Game Overview

Title:

Platform: PC

Genre: 2D Platformer

Rating: (10+) ESRB

Target: Casual gamer

Release date:

Publisher: Your Company Name

Description: This game is a 2D platformer where speed is important, as there is a clock to beat. There is no time to precisely make your choices, as everything will be rushed

# 2 High Concept / Genre

This game is a 2D platformer where the main objective is to go from one side of the map to the other without dying. There will be many obstacles that the player will have to overcome to reach the end.

# 3 Unique Selling Points

* Speed is important as there is a time limit

# 4 Platform Minimum Requirements

* Should be able to run on pretty much any PC.

# 5 Competitors / Similar Titles

Games that inspired this game are the 2D Mario games, Hollow Knight, Celeste, and the Ori game series.

# 6 Synopsis

# 7 Game Objectives

The objective of the game is to get from one side of the level to the other without dying or running out of time.

# 8 Game Rules

Dying will result in the player going back to the start and the clock will be reset. Additionally, if the game clock winds down to 0, the player will also be reset to the start with the game clock reset. The player will go to the next level if they reach the end of the level with time to spare.

# 9 Game Structure

Start -> level select -> reset/death screen

# 10 Game Play

## 10.1 Game Controls

* Move right: D key or right arrow
* Move left: A key or left arrow
* Jump: W key, up arrow, or spacebar
* Reset character: R key
* Pause: P key

## 10.2 Game Camera

The camera will follow the player throughout the level, so the whole level isn’t seen at one time, but there is enough to see to know what to do next.

### 10.2.1 HUD

* Game clock
  + Indicates how much time the player has left
* Pause indicator
  + Shows if the game is paused or not

### 10.2.2 Maps

There will be more than one level in which the player has to beat the previous level in order to move on to the next level

# 11 Players

## 11.1 Characters

## 11.2 Metrics

* Health: 1 (a single hit results in death)

## 11.3 States

* Idle
  + Just standing there
* Moving left
  + Walking animation
* Moving right
  + Walking animation
* Jump
  + Jumping animation

## 11.4 Weapons

The player will have no weapons

# 12 Player Line-up

# 13 NPC

There is no NPC

## 13.1 Enemies

N/A

### 13.1.1 Enemy States

N/A

### 13.1.2 Enemy Spawn Points

N/A

## 13.2 Allies / Companions

N/A

### 13.2.1 Ally States

N/A

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

## 17 Bibliography

* Scripts
* Art
  + Sprites: some free to use sprites like <https://craftpix.net/freebies/free-satyr-tiny-style-2d-sprites/>
* Music