**Game Design Document Outline**

1. Title Page
   1. Game Name
   2. Team info (*information about the persons who authored the document*)
   3. Revision history (documented in a table)
   4. Include a table of content (on the next page)
2. Game Overview
   1. Game Concept
   2. Target Audience
   3. Genre
   4. Platform
3. Gameplay
   1. Game story and narrative.
   2. Objectives – What are the objectives of the game?
   3. Game flow summary – How does the game flow for the game player? How does the player move   
      through the game? *Include both the interface and the game itself*.
   4. Game Progression
4. Game Mechanics (Key Section)

4.1. Rules – What are the rules to the game? Both implicit and explicit.   
4.2. Model of the game universe. Think of it as a simulation of a world, how do all the pieces   
 interact?

4.3. Physics – How does the physical universe work?   
4.4. Economy – What is the economy of the game? How does it work?   
4.5. Character movement in the game   
4.6. Objects – how to pick them up and move them   
4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what   
 means of communication are used   
4.8. Combat – If there is combat or even conflict, how is this specifically modeled?   
4.9. Screen Flow -- How each screen is related to every other and a description of the purpose of each   
 screen   
4.10. Game Options - What are the options and how do they affect game play?   
4.11. Replaying and saving

1. Game World
   1. General look and feel of world
   2. Areas
      1. General description and physical characteristics
      2. How relate to the rest of the world
         1. What levels use it
         2. Connections to other areas
2. Game Characters.
   1. For each character
      1. Back story
      2. Personality
      3. Appearance
      4. Abilities
      5. Relevance to the story
      6. Relationship to other characters
   2. Artificial Intelligence Use in Opponent and Enemy
   3. Non-combat and Friendly Characters
3. Levels
   1. Training Level
   2. For each level
      1. Synopsis
      2. Required introductory material and how it is provided
      3. Objectives
      4. Transitions between levels.
      5. Details of what happens in the level
         1. Map
         2. Critical path that the player needs to take
         3. Important and incidental encounters
         4. Losing (and what next?)
4. Player Rewards
   1. Achievements and stuff…
5. User Interface
   1. Menus
   2. In game UI design. That is, heads up display (HUD)
   3. Out of game UI design
   4. Camera model (how many cameras will be used?)
   5. Control System – How does the game player control the game? What are the specific commands?
   6. Audio & sound effects   
      *when and where will there be bang bang, waa taaaaang, ding dang, etc.?*
   7. **Game Art** 
      1. 2D
      2. 3D
      3. Animations & visual effects (VFX).   
         *Here is where you will include all of the assets needed as well as brief descriptions. Please include links to sources where you got your assets from.*
6. Game Architecture
   1. Mock up screens  
      *The game architecture section is best produced using a flow chart to represent the overall game. Be sure to identify (i .e . name, number) each screen. Example o*