

## COVER

(Insert evocative cover image here)

## YOUR GAME'S TITLE

Document version number (keep this current!)

**Written by (your team name here)**

Point of contact (producer or lead designer w/phone number)

Date of publishing

Version number

Footer should always have:

Copyright Company Date      Page number      Current date

## GDD Outline (for action, adventure, platform, RPG, or shooter-video game)

**Table of contents**—remember to keep this current

**Revision history**—update this with publishing dates and track which author updated the material

**Game goals**—this includes:

*Game's "high concept"*

*The "back of the box" listing of any new/novel mechanics or gameplay features*

*Include all Internet and wireless features*

**Story overview**—remember to keep this short and frame it in the context of the gameplay. This includes:

*Set up—how does the player start the game?*

*Locations and how they relate to the narrative—how does the player get from one location to the next?*

*Finale—what is the ending? What is the player expected to be/have done by the end of the game?*

**Game controls**

*Overview—list specific moves the player will be doing, but don't go into detail on the actual moves ... yet*

*Control scheme*

*Show an image of a controller (controllers if game is on multiple platforms) with corresponding button mapping*

**Technological requirements**—keep this brief as many of these features will be included in the game's technical design document (TDD).

*What tools is this game going to use?*

- How are camera, physics, bosses, and so on going to be done?  
Implemented by programmer? By designer? Hard coded?  
Scripted?

*What design tools is this game going to use?*

- Level creation tools
- Scripting system

*Proposed tools for cheats—include controls for cheats*

- Level cheat
- Invulnerability cheat
- Camera cheat
- Other cheats (full health, full armor, full money, and so on)

**Front end of the game**

*Indicate what credit screens will be shown when game is first turned on including:*

- Publisher
- Studio logo
- Licensors
- Third party software manufacturers
- Legal screen

**Cutscene description (if applicable)**—no need to reproduce the entire script here, just give the reader an idea of what it is about.

**Attract mode description (if applicable)**—give a description of what in-game material will be shown if the game is left idle on the start screen.

**Title/start screen**—what is the first impression of the actual game? Include:

*An image of the title/start screen*

*Detail of what is presented to the player*

- Title name and how it appears on screen
- Any associated animation/graphics

*A list of what selection options are available to the player*

*How the player interfaces with the options (cursor, d-pad, and so on)*

*Save/load file—describe how a game file is saved and loaded*

*How to name/designate a save file—keyboard or other file-naming convention*

*List details of saved file shown to player*

- Name
- Date
- Level location or chapter name/number
- Time played elapsed
- An image of what a saved game file looks like (if applicable)

*Detail any cross-save features*

*Player options—include image, sound and music, and player interface details. Detail out connecting links to options.*

- Video settings
- Audio settings
- Music settings
- Subtitle settings
- Contrast tool
- Alternate control settings (reverse joystick, feedback on/off, and so on)

**Other screens**—these could be unlockable content accessed from the title screen. Make sure to include image, sound and music, and player interface details. Possible screens include:

*Credits*

- Team photo
- Studio images

*Bonus material*—include image of screens, how will player interact with interface, activate this material? (unlockable, buyable, Easter eggs, and so on)

- Alternate costumes or weapons
- Cheats
- Functional cheats (invulnerability, full health, and so on)
- Licenser required cheats (for marketing purpose)
- Other cheats (big-head mode, color swap, and so on)
- Art/sound/animation galleries
- Video player to replay cutscenes, movies, and so on
- Trailers for other games/products

*Special features*

- Commentary
- Team interviews
- Deleted material
- Documentary
- Gag reels

**Game flowchart**—show how all the screens from “title/start screen” to “game over” connect to each other.

**Loading screen**—what does player see when the game is loading? Include:

*An image of the pause screen (and indicate if there are multiple images used)*

*Overview of data presented to player on pause screen (hints, trivia questions, minigame)*

**Game camera(s)**—call out any specific camera types

*Image of camera’s point of view any of the following applicable cameras:*

- First person
- Third person
- Three-quarters view
- 2.5-D view
- Forced scroll
- Spline
- Locked camera

*Description of logic system for camera*

- Game-specific situations requiring unique cameras
- Camera troubleshooting guide—examples of what camera will do when encountering problems

*Logic for cheat/screenshot camera*

- How developer/publisher can access and operate this camera

**HUD system**—information presented on screen to the player. Include images of all of the following:

*Health/status*

*Lives/continues*

*Money/score/rank*

*Power/fuel*

*Ammunition*

*Abilities/skills*

*Timer*

*Map or navigation system*

*Options: links to outside screens*

*Plings/context sensitive information*

*Targeting system/reticule/cursor*

*Speedometer*

*If a game is HUD-less, describe how the above information is going to be conveyed to the player.*

### **Player character(s)**

*Character name*

*Inspirational image or concept drawing of your character*

*Short description explaining player's motivation and relationships to other major/player characters*

### **Player metrics**

*Size relationships of player character to other elements/characters in the world*

*Movement (walk, run, sneak, duck, roll, crawl)*

- Show metrics

*Navigation (jump, swim, fly)*

- Show metrics
- Conditions for navigation moves

*Hoist/hang*

- Show metrics

*Context-sensitive moves (push/pull, operate switch, swing, and so on)*

- Show examples and metrics
- Conditions for context-sensitive moves

*Reactions/damage/death*

- Show examples and metrics

*Idles***Player skills***Description of basic skills**List of skill upgrades*

- Description of skills
- Skill modifiers
- Player metrics (if applicable)

**Player inventory tools (equipment, spells, buffs, and so on)***List of tools*

- Image of tools
- What does each tool do?
- Controls for using tool

*Inventory screen*

- Image of inventory screen
- How does player access inventory?
- How does player select tool from inventory?

*Combat: melee combat*

- Combat moves—include metrics and controls
- Combat reactions—include metrics and controls
  - Block
  - Dodge
  - Parry
  - Grab
- Types of effects (damage, knockback, stun, poison, and so on)
- Combat progression—how player improves moves
- Descriptions of combo moves
  - Controls for combo moves
  - Combo progression
- Combat gauge
  - Combat gauge descriptors/combat value modifiers based on descriptors
- Descriptions of combo moves
  - Controls for combo moves
  - Combo progression

*Weapon combat**Weapon progression*

- Technology tree
- Weapon inspiration/concept images
- Weapon damage and effects
  - Targeting system details
  - Lock-on system details
- Ammo required
- Range
- Special attributes (breakable, degrades)
- Controls
  - How does player use weapons
  - How does player swap weapons?

**Power-ups/state modifiers***List of power-ups/state modifiers*

- Description including image
- Effect
- Duration
- Effect on controls (if valid)

**Health***Health (general)*

- HUD display
- How to replenish health
- Power-ups and health items
- Warning for player when health is low

*Alternate states (stunned, poisoned, turned into a baby)*

- Controls
- Show examples and metrics

*Lives (if applicable)*

- How are lives earned?
- How are lives lost?
- What happens when you run out of lives?

*Death*

- Instant death conditions—(combat, fire, drowning, and so on)
- Game over conditions:
  - Penalty for dying
  - Game over screen (show image of game over screen)

*Checkpoints*

- Continue system

**Scoring (if applicable)***Point values**Bonuses*

- What gives a bonus?

*Leaderboard setup*

- Image
- Elements that contribute to scoring

*Achievements*

- List
- Icon image

**Rewards and economy***Monetary system*

- Shopping interface
  - Description
  - Player navigation
- What does it buy?
- Cost

**Vehicles***How does player enter/exit vehicle?**How does vehicle interact with world, enemies, objects, and so on**Vehicle description*

- Image of vehicle

*Vehicle controls**Vehicle metrics (size, speed, and so on)**Attributes (armor, weapons, and so on)*

- Attribute stats
- Special effects

**Major characters in story**—anyone mentioned in the above story outline, preferably ones that have impact on the story or gameplay.*These include allies/helpers, love interests, rivals/villains**Include visuals*

- What is their relationship to the player character?
- Where do they appear?

**Game progression outline**

*Overview of all game levels—insert game beat chart here. Remember to:*



- Include story beats to show how gameplay and story intertwine
- Indicate if story beat is a cutscene or in game

*Indicate progression/reward elements for the player*

- Show where new skills, abilities, weapons, and collectibles are earned in relation to the story

### **Gameplay classifications**

*Descriptions of gameplay types (stealth, battle arena, driving, flying, and so on)*

### **World overview/level select/navigation screen**

*Image(s) of world overview screen (if applicable)*

*List of game levels available on World Overview*

*Description of how information is presented to player*

*Details on how player will navigate this screen (cursor, character, and so on)*

*Animation (character and/or elements) required for this screen*

*Sound and music required for level select screen*

**Universal game mechanics**—list mechanics that will be found throughout the game. Always include images of each mechanic.

*Platform mechanics*

- Description
- Metrics in relationship to player

*Portal mechanics*

- Doors
  - Handle/switch operated
  - Key operated
  - Breakable
  - Hatch (context-sensitive move)
- Teleportals
  - Description and image
  - Effects
  - Navigational aids

*Checkpoints*

*Breakable objects (crates, furniture, grass clumps, and so on)*

- How is item broken
- What items are yielded/percentage of yield
- Other effects (explosion, timer, switch, and so on)

*Non-breakable objects (treasure chests, and so on)*

- Description and image

- What items are yielded/percentage of yield
- Other effects (explosion, timer, switch, and so on)

*Puzzle objects (pushable blocks, keys, and so on)*

- Description and image
- How does player interact

*Switches*

- Description and image
- How does player interact

*Climbable/swingable objects*

- Description and image
- How does player interact

**Game levels**—list out each of the level mentioned in the world overview

*Name/title of levels*

- Short description of level
- Player's objective (training, get from A to B, find key, and so on)
- Reward of level (level up, magic sword, progression, and so on)
- Major gameplay found in this level (stealth, platform, vehicle, and so on)
  - Sub-game found in level, with description of gameplay and control scheme
- Enemies found on this level
- Visual style guides for level
  - Include inspirational and concept artwork
  - Time of day
  - Color guide
- Music for level
  - Provide examples/sound files

*Hub level*

- Description/image of hub
- List of locations found in hub
- Requirements for travel/unlock
- State changes
- Save/load options (if applicable)

*Training level*

- Goals of training level
  - List of training level activities

*Level specific mechanics*

- Hazards (spikes, flame jet, laser fields, and so on)

- Description and image
- Timing information
- Damage/effect
- How does it affect player? (Movement, health, and so on)
- How does player avoid/thwart?
- Special effects or elements needed

*Level specific contextual mechanics*

- Description and image
- Timing information
- Effect
- How does it affect player? (Movement, health, and so on)
- How does player interact?
- Special effects or elements needed

**General enemy rules**

*Behavior types (patroller, hunter, flyer, and so on)*

*AI rules and detection metrics*

*Spawn parameters*

*Defeat parameters*

*Reward yield rules*

**Level-specific enemies**

*Enemy image*

*Enemy description—include enemy type*

*Levels enemy is encountered*

*Movement pattern—show metrics*

*Attacks*

- Damage value
- Damage effects (knockback, stun, and so on)

*Reactions/damage/death*

*Idles*

*Special effects*

*Reward yield*

**Bosses**

*Description and image of boss*

- Include scale

*Call out weak points/attack spots*

*Interaction with player (will hurt player if collides, only hurt player when in specific state, and so on)*

*Movement patterns*

- Show metrics in relationship to player

*Attack patterns*

- Warnings
- Specific attack
  - Damage done
  - Special effects
- Reactions/damage/death
- Idles

*Description of player's experience*

- Description of intro/cutscene
- Include number of rounds
- Progression/ramping of action

*Description and image of environment*

- Hazards and mechanics used
- Power-ups and collectibles found
- Other enemies used in boss fight

*How is the boss defeated?**Reward yield***Non-player characters**

*NPC type overview (information, mission deliverer, escort/defend, and so on)*

*Character list*

- Name, sex, age
- Background material
- NPC type
- Level where encountered

*Interacting with NPCs*

- Dialogue
- Collision

*NPC rewards***Collectibles/object sets***List of items*

- Images
- Level(s) found on
- What object or set unlocks (if applicable)

**Minigames***Types of minigames**How are minigames accessed**Player controls*

*Elements needed/repurposed*

*Levels encountered*

### **Cutscenes**

*List of cutscenes*

*Short outline of each cutscene*

*Level where cutscene is presented*

### **Music and SFX**

*List of music*

- Level where music is needed—don't forget title, pause, options, end credits
- Tone/feeling of music

### **Licenser points and concerns**

### **Appendixes**

*Player character animation lists*

*Enemy character animations lists*

*Sound effects list*

*Music list*

- Level location

*Cutscene scripts*

- Cutscene storyboards

*VO scripts*

- Player
- Enemies
- Bosses
- NPC barks

*In-game text*

- Warning screens
- Tutorial text
- Character dialogue/subtitles