

Elements of a Design Document

A detailed guide to game design documents:

<http://code.tutsplus.com/articles/effectively-organize-your-games-development-with-a-game-design-document--active-10140>

Two main uses:

- Give to potential investors

- Keep your team on track during development

Sections:

Marketing

- Who is your target audience?

- Who are your competitors?

- What is going to make this game sell?

High Concept

- overview of what the game is about

- what it will be like to play it.

- Should give the reader an idea of what is coming up

Gameplay

First Minutes

- What is the first thing the player sees/does when the game loads

Gameflow

- Describe all the different options and describe in detail what it's like to play the game
- What makes the game fun and not get boring

Victory Conditions

- Describe how to win (or lose)

Number of Players

- How many players, which has an influence on the other sections

Art

What is your game going to look, sound, and feel like?

- Screenshots
- Concept art
- Screenshots of other similar games

Technical Aspects

Platform (e.g., windows, mac, android)

Hardware requirements

Peripherals needed (e.g., a Kinect)

Game-Specific Subsections

Level Design, game pieces, enemies, characters

Give pictures of these if you can

e.g. attempt to give a visual layout of the level or a map

Tips on writing

Be concise – only tell people what they need to know and use as few words as possible

Try to make your writing help the reader to predict what he/she will read next

One paragraph == One idea. The first sentence should state the main idea

Try to write short sentences. A reader's working memory cannot hold much information.

Use bullet points – sometimes this makes this clearer and less daunting to read

Pictures really are worth 1000 words. Use lots of pictures!

For some examples:

See blackboard folder – most of these are from the 90s - 00s and are very verbose. Not all are good examples, but they are examples of real game design documents.

<http://www.gamepitches.com/> - currently down?