<Your Game Name Here>

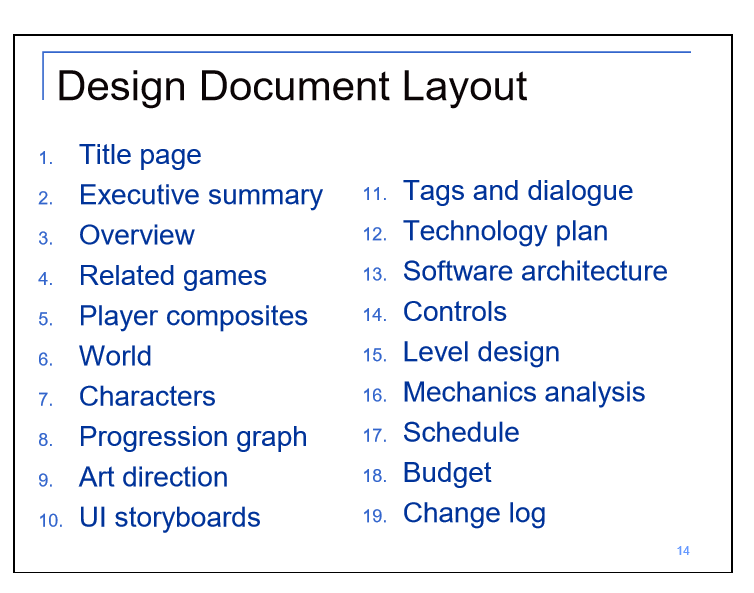
<Your Company Logo Here>

Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened



See WEEK 3 SLIDES for more information

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[Overview](#h.yj5nhqp5cf0j)

[Theme / Setting / Genre](#h.5s48wntac2es)

[Core Gameplay Mechanics Brief](#h.uzq23hfhdv6e)

[Targeted platforms](#h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#h.421ijgnpyvmc)

[Project Scope](#h.rdb2xo3rjh0s)

[Influences (Brief)](#h.155cm8v36jpc)

[- <Influence #1>](#h.c6nxu1rzd2cc)

[- <Influence #2>](#h.ssiemceczw16)

[- <Influence #3>](#h.31bxzkfeuvl6)

[- <Influence #4>](#h.o4f1wa5aq6q3)

[The elevator Pitch](#h.337xnergkz1b)

[Project Description (Brief):](#h.z7oe7x50rpf3)

[Project Description (Detailed)](#h.exbmsy55zuvb)

[What sets this project apart?](#h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#h.kct9c2l3dr9p)

[Story and Gameplay](#h.6pmf08ssy6y0)

[Story (Brief)](#h.ctv1wxi9dpll)

[Story (Detailed)](#h.kqt2h5q76zyt)

[Gameplay (Brief)](#h.ejtq4v6r30ui)

[Gameplay (Detailed)](#h.cl69l94amjmx)

[Assets Needed](#h.6m1256af7s3j)

[- 2D](#h.1wb69txjqarm)

[- 3D](#h.xdk2cy4n4ovn)

[- Sound](#h.f8xx8iwg5gs9)

[- Code](#h.ky1qxs88utre)

[- Animation](#h.isk96p5euy3r)

[Schedule](#h.kmt9zaowjejr)

[- <Object #1>](#h.r3fjjzh8krjg)

[- <Object #2>](#h.j584764hn4bz)

[- <Object #3>](#h.lbj31oz0xb3v)

[- <Object #4>](#h.p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- <Insert Theme here>

## Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1>

- <Gameplay Mechanic #2>

- <Gameplay Mechanic #3>

- <Gameplay Mechanic #4>

## Targeted platforms

- <Example Platform #1 Here>

- <Example Platform #2 Here>

- <Example Platform #3 Here>

## Monetization model (Brief/Document)

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- Cost? (How much will it cost?)

- Time Scale (How long will it take to make this game?)

- <Team Size>

- <Core Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- etc.

(List as many core team members as you need to)

- <Marketing Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - <Influence #1>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #2>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #3>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

## Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.