1. Game Name
   1. Copyright Information
2. Table of Contents
3. Section I: Project Overview
   1. Team Personnel (with contact info)
      1. Production Team
         1. Producer
         2. Assistant Producer
         3. etc
      2. Design Team
         1. Design Lead
         2. Level Designer #1
         3. Writer #1
         4. Etc
      3. Programming Team
         1. Tech Lead
         2. Additional Programmers
      4. Art Team
         1. Art Lead
         2. Additional Artists
      5. QA Team
         1. QA Lead
         2. Additional Testers
      6. External Contractors
         1. Mocap Company
         2. Composer
         3. Sound Effects House
         4. CGI house
         5. Voice Director
         6. Etc
   2. Executive Summary
      1. High Concept
      2. The Hook
      3. Story Synopsis and Setting
      4. Genre and Scope (number of missions)
      5. Visual Style (2D, 3D Isometric, etc)
      6. Engine (and editor?)
   3. Core Gamplay (What does the player do?)
      1. Single-player
      2. Co-op?
      3. Multiplayer
   4. Game Feature
      1. Gameplay innovations
      2. Advances in AI
      3. Artistic techniques and achievements
      4. License tie-ins
      5. Other features that will make this game better than others like it on the market
   5. Project Scope
      1. Number of distinct locations
      2. Number of levels/missions
      3. Number of NPCs
      4. Number of weapons
      5. Number of vehicles
      6. Etc
   6. Target Audience
   7. Delivery Platforms
4. Section II: Story, Setting, and Character
   1. Story
      1. Back story
      2. In-game story (What happens during the game)
   2. Environments
      1. Area #1
         1. General description
         2. Physical characteristics
         3. List of levels that take place in this area
      2. Area #2
      3. Etc
   3. Characters
      1. Player Character(s)
         1. Personality
         2. Back story
         3. “Look”
         4. Special abilities
            1. Ability #1

When it’s acquired

How the player invokes it

Effect it has on the world

Graphic effect that accompanies it

* + - * 1. Ability #2
        2. Etc.
      1. Weapon set
      2. Regular animation
         1. Walk, run, climb, roll, swim, crouch, crawl, idle, etc
      3. Situation-specific animations
      4. Statistics (if applicable)
    1. Bad Guys
       1. Ultimate bad guy
          1. Personality
          2. Relationship to player character
          3. Back story
          4. “Look”
          5. Special abilities
          6. Weapon set
          7. Regular animations
          8. Situation-specific animations
          9. Statistics
       2. Sub bosses
       3. Grunts

1. Section III: Combat
   1. Weapons
      1. Weapon #1
         1. General description and most effective use
         2. When it is first acquired
         3. Art
         4. Statistics (for both primary and secondary fire)
            1. Type of ammunition
            2. Shots per clip
            3. Fire rate
            4. Reload rate
            5. Damage inflicted
            6. Range
   2. Powerups
      1. Powerup #1
         1. Brief physical description of how the object is represented in the world
         2. When it is first acquired
         3. Art
         4. What it does
         5. Statistics
            1. Effects
            2. Duration
      2. Powerup #2
      3. Etc.
   3. Melee (hand-to-hand) combat
      1. Attacks
      2. Defensive moves
      3. Combos
2. Section IV: Controls
   1. PC Keyboard/Mouse Commands
      1. Default keys for movement controls
         1. Move forward
         2. Move backward
         3. Strafe left
         4. Strafe right
         5. Jump
         6. Etc.
      2. Default keys for using weapons
         1. Primary fire
         2. Alt-fire
         3. Reload
         4. Previous weapon
         5. Next weapon
         6. Etc.
      3. Inventory access and manipulation
      4. Menu access
   2. Console Platform #1
      1. A picture of the controller explaining what each button does
      2. Movement controls
      3. Weapon controls
      4. Action controls
      5. Combos
      6. Force-feedback options
3. Section V: Interface
   1. The Camera
      1. Standard view
   2. HUD
      1. Worldview
      2. Status information
         1. Health
         2. Energy
         3. Armor
         4. Weapon equipped
         5. Ammo remaining
         6. Mission objectives?
   3. Menus
      1. Game screen flow diagrams (schematic of how all the game’s various screens are accessed)
      2. Main Menu
         1. Single-player
            1. Load game
            2. Save game
            3. Play training level
            4. Set difficulty level
      3. Inventory Menu
      4. Credits
4. Section VI: Artificial Intelligence
   1. NPC #1
      1. Statistics
         1. Field of view
         2. Range of view
         3. Etc
      2. Internal states & the triggers that change them
         1. Idle
         2. Guarding an area
         3. Patrol
         4. Follow
         5. Search
         6. Etc.
      3. Movement
         1. Pathing
      4. Combat decisions
         1. Friend/foe recognition
         2. Targeting decisions
         3. Attack with ranged weapon
         4. Attack with melee weapon
         5. Take cover
         6. Team-based decisions
         7. Etc.
5. Section VII: Detailed Level/Mission Descriptions
   1. Level #1
      1. Synopsis
      2. Introductory material (Cutscene? Mission briefing?)
      3. Mission objectives (player goals)
      4. Physical description
      5. Map
      6. Enemy types encountered in-level
      7. Weapons/powerups available
      8. Level walkthrough, including scripted sequences and non-interactive scenes. This should also include any puzzles the player must solve, as well as the solutions to those puzzles
      9. Closing material (Cutscene? Debriefing? Statistics menu?)
6. Section IX: Scoring, Cheats, Easter Eggs, & Bonuses
   1. Score
      1. How score is tracked
      2. How score is communicated to the player
7. Section XI: Asset List
   1. Art
      1. Animation list
         1. Characters
            1. Character #1

Move #1

Move #2

Etc.

* + - * 1. Character #2
        2. Etc.
      1. Weapons
         1. Weapon #1

Firing animation

Reload animation

Projectile in flight animation

* + - 1. Destructible or animated objects in the world
         1. Object #1
         2. Object #2
         3. Etc.
    1. Effects list
       1. Weapon effects list
          1. Firing effects
          2. Hit effects
          3. Etc.
       2. Environmental effects
          1. Decals
          2. Smoke
          3. Sparks
          4. Fire
          5. Explosions
          6. Etc.
    2. Interface Art List
       1. Icons
       2. Buttons
       3. Menus
       4. Windows
       5. Etc.
  1. Sound
     1. Environmental Sounds
        1. Walking/running sounds on different surfaces
        2. Foley sounds of character actions within game
        3. Explosions
        4. Doors opening and closing
        5. Etc.
     2. Weapon Sounds
        1. Weapon #1
           1. Firing sounds
           2. Hit sound
           3. Reload sound
        2. Weapon #2
        3. Etc.
     3. Interface Sounds
        1. Various clicks, beeps, etc., as the player maneuvers through the menus
        2. Alert/acknowledgement sounds as the player picks up objects or his game state changes
  2. Music
     1. Ambient
        1. Loop #1 + duration
        2. Loop #2
        3. Etc.
     2. Action
        1. Loop #1 + duration
        2. Loop #2
        3. Etc.
     3. Victory loops
     4. Defeat Loops

1. Section XVI: References
   1. Games
   2. Movies
   3. Books
   4. Art