**1. Design and Conceptualization**

* **Game Design Document (GDD):**  
  Centralizes all aspects of the game, including gameplay mechanics, narrative, art style, sound, and technical requirements. Acts as the blueprint for development.
* **Pitch Document:**  
  A high-level overview of the game used to present the concept to stakeholders, publishers, or investors. Includes visuals, core mechanics, and the unique selling points.
* **Story Bible:**  
  Details the narrative, characters, lore, and world-building elements to maintain narrative consistency.
* **Level Design Document:**  
  Outlines each level’s structure, objectives, puzzles, hazards, and flow.
* **Technical Design Document (TDD):**  
  Explains the technical architecture, systems, tools, and workflows to guide programming and engineering teams.

**2. Art and Audio**

* **Art Bible:**  
  Defines the visual style, including concept art, color palettes, character designs, and references. Ensures consistency in the game's aesthetic.
* **Animation Guidelines:**  
  Details movement cycles, key poses, and other animation requirements, including rig setups and frame counts.
* **Sound Design Document:**  
  Specifies sound effects, music cues, and their intended emotional or gameplay impacts.

**3. Development and Testing**

* **Production Plan:**  
  Includes milestones, deadlines, resource allocation, and deliverables. Helps track progress and ensure timely completion.
* **Risk Assessment Document:**  
  Identifies potential risks (technical, creative, or logistical) and outlines mitigation strategies.
* **Test Plans and Bug Reports:**  
  Structured documents for quality assurance (QA), including playtesting protocols, feedback forms, and a bug tracking system.

**4. Business and Marketing**

* **Monetization Plan:**  
  Details pricing, potential DLCs, expansions, or other revenue streams (if applicable).
* **Marketing Plan:**  
  Lays out strategies for building an audience, advertising, social media campaigns, and outreach to influencers or journalists.
* **Community Engagement Plan:**  
  Focuses on player interaction, updates, feedback loops, and managing expectations.
* **Press Kit:**  
  Contains key assets like logos, screenshots, trailers, and game descriptions for media or promotional use.

**5. Legal and Administrative**

* **Licenses and Agreements:**  
  Covers software licenses, asset usage rights, and agreements with team members, contractors, or freelancers.
* **Budget and Financial Plan:**  
  Breaks down costs for development, marketing, and production. Tracks expenses to ensure financial sustainability.
* **Accessibility Guidelines:**  
  Ensures compliance with accessibility standards to make the game inclusive to a broader audience.

**6. Post-Launch**

* **Post-Mortem Document:**  
  Reflects on the project, noting what worked, what didn’t, and lessons learned for future projects.
* **Update and Patch Plan:**  
  Outlines post-launch support, including bug fixes, new features, or content updates.

**Essential Tools for Managing Documents**

To maintain organization, consider using tools like:

* **Notion/Trello** for task management and collaborative documentation.
* **Google Drive/Dropbox** for centralized document storage.
* **Confluence** for team wikis and detailed project documentation.

By keeping these documents well-maintained and accessible, you can ensure a smoother development process and better communication across your team.