

Game Name

General Game Design Document

Version 1.0

Name
Contact Information

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Actors

Description

Storyboard

Script

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Game World

General look and feel of world

Area #1

General Description

Physical Characteristics

Levels that use area

Connections to other areas

Area #2

Characters

Character #1

Back story

Personality

Look

Physical characteristics

Animations

Special Abilities

Relevance to game story

Relationship to other characters

Statistics

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Design History

This is a change listing quickly describing each major version and changes.

Section I - Game Overview

Game Concept

Feature Set

Genre

Survival/Horror

Target Audience

Teens/Adults

Game Flow Summary

How does the player move through the game. Both through framing interface and the game itself.

Look and Feel

What is the basic look and feel of the game? What is the visual style?

Project Scope

Number of locations: Minimum of Three

Number of levels

Number of NPC's: Minimum of Five

Number of weapons: Estimated Three to Five

Etc.

Section II - Gameplay and Mechanics

Gameplay

Game Progression

Mission/challenge Structure

Puzzle Structure

Objectives

What are the objectives of the game?

Play Flow

How does the game flow for the game player

Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

Physics

How does the physical universe work?

Movement

General Movement

Other Movement

Objects

Picking Up Objects

Moving Objects

Actions

Switches and Buttons

Picking Up, Carrying and Dropping

Talking

Reading

Combat

If there is combat or even conflict, how is this specifically modeled?

Economy

What is the economy of the game? How does it work?

Screen Flow

Screen Flow Chart

A graphical description of how each screen is related to every other

Screen Descriptions

What is the purpose of each screen?

Main Menu Screen

Options Screen

Game Options

What are the options and how do they affect game play and mechanics?

Replaying and Saving

Cheats and Easter Eggs

Section III – Story, Setting and Character

Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

Back story

Plot Elements

Game Progression

License Considerations

Cut Scenes

Cut scene #1

Actors

Description

Storyboard

Script

Cut scene #2

etc.

Game World

General look and feel of world

Area #1

General Description

Physical Characteristics

Levels that use area

Connections to other areas

Area #2

Characters

Character #1

Back story

Personality

Look

Physical characteristics

Animations

Special Abilities

Relevance to game story

Relationship to other characters

Statistics

Character #2

Section IV – Levels

Level #1

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Physical Description

Map

Critical Path

Encounters

Level Walkthrough

Closing Material

Level #2

Training Level

Section V - Interface

Visual System

HUD - What controls

Menus

Rendering System

Camera

Lighting Models

Control System

How does the game player control the game? What are the specific commands?

Audio

Music

Sound Effects

Help System

Section VI - Artificial Intelligence

Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?)

Enemy AI

Villains and Monsters

Non-combat Characters

Friendly Characters

Support AI

Player and Collision Detection

Pathfinding

Section VII – Technical

This may be abbreviated with most in the Technical Bible.

Target Hardware

Development hardware and software

Development procedures and standards

Game Engine

Network

Scripting Language

Section VIII – Game Art

This may be abbreviated with most of the content in an Art Bible.

Concept Art

Style Guides

Characters

Environments

Equipment

Cut scenes

Miscellaneous

Section IX - Secondary Software

Editor

Installer

Update software

Section X - Management

Detailed Schedule

Budget

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Appendices

Asset List

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Model and Texture List

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Interface Art List

Cut scene List

Sound

Environmental Sounds

Weapon Sounds

Interface Sounds

Music

Ambient

“Action”

Victory

Defeat

Voice

Actor #1 lines

Actor #2 lines