<Game Name Here>

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<Your Game Name Here>

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Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

Reformatted by: Brandon Fedie

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[Overview](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.ptaao3gc583z)

[Theme / Setting / Genre](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.jatmjqo2xmhr)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.vcjmntatozet)

[The Elevator Pitch](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.337xnergkz1b)

[Project Description (Brief)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.vlqzbkm10m0l)

[Project Description (Detailed)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.qiw1t3dbwz5f)

[What sets this project apart?](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.a8x4s87df6uk)

[Story and Gameplay](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.6m1256af7s3j)

[2D](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.1wb69txjqarm)

[3D](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.xdk2cy4n4ovn)

[Sound](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.f8xx8iwg5gs9)

[Code](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.ky1qxs88utre)

[Animation](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.kmt9zaowjejr)

[<Object #1>](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.r3fjjzh8krjg)

[<Object #2>](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.j584764hn4bz)

[<Object #3>](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#h.lbj31oz0xb3v)

[<Object #4>](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/mobilebasic#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>
* <Example Platform #2>
* <Example Platform #3>
* **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 one paragraph or less>
* <Influence #2>
* <Medium> (Television, Games, Literature, Movies, etc.)
* <Explain why this is an influence in one paragraph or less>
* <Influence #3>
* <Medium> (Television, Games, Literature, Movies, etc.)
* <Explain why this is an influence in one paragraph or less>
* <Influence #4>
* <Medium> (Television, Games, Literature, Movies, etc.)
* <Explain why this is an influence in one paragraph or less>
* The El**evator Pitch**

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator.  You have less than 60 seconds./

* P**roject Description (Brief)**

<Two-Three paragraph description>

* P**roject Description (Detailed)**

<Four-Six paragraph project description>

What sets this project apart?

* <Reason #1>
* <Reason #2>
* <Reason #3>
* <Reason #4>
* <etc.>
* **Core Gameplay Mechanics (Detailed)**
* <Core Game Mechanic #1>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/
* <Core Game Mechanic #2>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/
* <Core Game Mechanic #3>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/
* <Core Game 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 -  Example: DEM data of the entire UK./
* <etc.>
* **3D**
* Character 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.