PROJECT TITLE - “X”

DOCUMENTATION

SECTION: 00

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[**CREATIVE DESIGN DOCUMENT**](#_nybsevc4y55l) **4**

[Introduction - Concept](#_8z9o45twxsim) 4

[**GAME DESIGN DOCUMENT**](#_q9m70z37jksb) **6**

[Game Direction Philosophy:](#_g5qd3gea6ats) 6

[Game Loop:](#_2tsrbmldrm2p) 6

[Core Actions:](#_xtassh23h8aq) 6

[Objectives & Goals:](#_xndzullplslj) 8

[Rules:](#_km49y5tptoyo) 8

[Transitions:](#_f09jmtzevkei) 8

[Items:](#_56ego16p5yya) 8

[General Set-up:](#_4z12cfq2bkt) 8

[**TECHNICAL DESIGN DOCUMENT**](#_sry0t85mt56z) **10**

[**FIRST STEPS - ENTRIES**](#_p6m8sjgi4eyg) **11**

[**FIRST STEPS - PLAYTESTS**](#_gmvmffjfyjed) **12**

[**CREDITS & REFERENCES**](#_b7kj48ijuah8) **13**

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## CREATIVE DESIGN DOCUMENT

SECTION: 01

**3Key things to remember:**

*A creative vision document is a high level design document. It is the overall concept of the game, any cool features and how players will generally feel and interact with the game. A broad outline of the GDD.*

*Technical Design Document covers the technical aspects of development. How networking is done, asset formats, where files are stored and how things are stored. This contains things such as screen flowchart and detail how and when menus are accessed.*

*The Game Design Document is a detailed bible that exists (and changes) through the development. It should be well documented. It describes all aspects of gameplay, explains each level, character dialogue and will detail everything. All items that the player can have, what weapon does and etc. The TDD is usually a part of the GDD. Document ALL changes.*

### Introduction - Concept

The first line is this selling point, and example is: “*Project X is a third-person, apocalyptic game about the player and their dog.*”

Background:

This section tells what the background for the game will be. For example, Project X is influenced by books such as I Am Legend, Swan Song, Heart of Darkness and the passage Isiah 24:40.

Description:

This is the basic description of the game. This should be a longer, more in-depth version about what’s going to happen and what the player might experience. For example, “*The player is a part of The Briggs. The Briggs is a sprawling underground and topside city of rust and sickness. They are fiercely loyal to their dog, the animals have suddenly been sickened by the virus and the player must find a long since past exiled veterinarian. Their companionship must triumph to help The Briggs.*”

Key Features:

* Single Player
* Co - Operative
* Rogue-Lite

Genre:

Adventure, Action

Platforms:

*This is where the decided platform for the game will be -- or at least the prototype.*

Atmosphere:

This is where you put what the atmosphere and what the general aesthetics for the game are.

Risks:

Record what considered challenges for this game will be. Coding, licencing, potential legal issues, etc.

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## GAME DESIGN DOCUMENT

SECTION: 02

### **Game Direction Philosophy**:

This section should briefly detail what this game should entail. Including what is against the game's creative vision. Such as -- if the player controlling the human must always be in third person and the player controlling the dog must always be in first person. This section should give a brief description of what the HUD should feel like -- the colors that will be used and etc.

Another example is that -- in this game all crafting is done via the backpack, this can happen anywhere and it is real time. The dog-controlled player can give items to the player while they are in a crafting menu.

Last example, the player has a more permanent base where they can choose to bring only one weapon with the rifle or the pistol. There is also no magic involved in this game in no form.

### Game Loop:

Core gameplay loop -- since this game is ultimately about upgrading yourself and your dog. The gameplay loop follows:

* Obtain Quest From Character
* Solve Puzzle and Search For Items
* Return {FetchQ, ExterminateQ or Event}
* Gain Experience Points

### Core Actions:

This is the core actions of the game.

* Searching - The player controlling the dog will be able to search for rarer items, the player controlling the human can search other containers.
* Managing Resources.
* Using the rifle and pistol.

Basic Actions from the game should be:

* Blocking (LB & holding Q(or toggling))
* Meleeing (RT & Right Mouse Click)
* Throwing Melee (Right Thumbstick Click & holding “E”(or toggling))
* Healing (Left on D-Pad & tapping “H”)

Weapons:

There are only three weapons in this game: the rifle, pistol and the knife.

Healing:

Healing is done with bandages, medkits and while sleeping.

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### Objectives & Goals:

The main objective for this game is to find the veterinarian. There are short objectives that involve solving puzzles and completing quests to progress to unlock the main area.

### Rules:

The rules of the game are thus:

* When the Health reaches zero for either the dog or human, the game will end.
* Only the dog can find the purple and up components.
* The dog-controlled player is reliant on the player for a more nourishing meal.
* Both players have to agree to sleep.
* Either the dog or player will be

### Transitions:

The primary transitions for this is:

* MainMenu to GameState
* GameState to MainMenu
* PauseMenu to GameState

### Items:

* Item One
* Item Two
* Item Three

### General Set-up:

The general set-up for this game site states that the player starts up at an entrance point and must make their way through the level.

Levels:

This is a subsection dedicated to level layouts and whatnot. This includes level design documents and such.

## TECHNICAL DESIGN DOCUMENT

SECTION: 03

[This section is for the technical designing: like how the hunger should beep, if it should display a color or how the server of co-op works such as peer-to-peer or dedicated servers. As well as programming and the nitty gritty.]

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## FIRST STEPS - ENTRIES

SECTION: 04

[This section is for the game daily section. Comments, further ideas and dates. Some things in this will be tried, and/or fleshed out and added to the Game or Technical Design sections. This section could later be compiled for an in-depth post-mortem report.]

## FIRST STEPS - PLAYTESTS

SECTION: 05

[This section is for playtesting information. How the questions will be. Charts and graphs. Aggregation of data and etc.]

## CREDITS & REFERENCES

SECTION: 06

[Self-Explanatory. This is the section that should be updated with each credit. This can later be compiled for a robust credits scene without going through the document. This is staffing, thanks, the tools used, songs used, credits to who did what and etc.]