Game Design Document Template

hoppy square



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Kai Ross

Matthew Scott-Halliday

Introduction:

A short, "elevator pitch" about your game, not necessarily technical in nature, but more for a brief introduction so everyone knows what the document relates to.

Then elaborate on the following:

* Genre

Endless Runner

* Theme

simple

* Gameplay

jump and duck to avoid oncoming obstacles

* Reference to other games

style similar to the not internet dinosaur game

* Design Intentions

simple game to spend time on

Game Atmosphere:

How the game feels and its mood - dark, abandoned, happy, etc. Also describe what type of artistic style the game is going after - realistic, cartoony, etc.

Descriptive paragraphs covering the listed points:

* Character design

square that shrinks when ducking

Gameplay:

How the game plays out - describe here in more detail about the mechanics, game levels, controls, victory conditions etc. Split each category into a different section.

* Player Controls

up and die arrows

* Game Elements

oncoming obstacles

* Winning / Losing

no winning just losing

* Why is this game fun?

relaxing and strive to beat highscore

Title and Information Screens:

A flowchart for the menu system goes here. This details how you can go to specific menu options/screens from other menu options/screens.



Scope:

Scope the size of your design - is it achievable or realistic within your time frame?

our game is a simple endless runner that shouldnt take longer than a few hours to get the basics down.

How much do you aim to include in the project?

oncoming obstacles, changing square, highscore.