Game Design Document

Example game

Your name

Today's date

Short description of the game

Table Of Contents

1 Introduction

1.1 Concept

Introduction of the concept.

1.2 Look and feel

Briefly explaining how the game looks and feels.

1.3 Genres

What are the game's genre(s) and how they are represented in the game?

1.4 Target audience

Main target audiences of the game and reasoning why game attracts certain audiences.

1.5 Unique selling points

What makes this game stand out?

2 Product design

2.1 Gameplay

Tell about the gameplay.

2.2 Mechanics

Introduce the main mechanics of the game.

2.6 Core loops

What are the core loops of the game i.e. general repetive cycles of the game.

2.7 Graphics

Graphics style of the game.

2.8 Audio

Audio style of the game.

2.9 Monetization

Monetization plans for the game.

3 Story and narrative

3.1 Backstory

Backstory of the game, how did the main character end there?

3.2 Plot elements

How the five elements of plot can be seen in the game?

3.3 Game progression

What happens as the game progresses?

3.4 Characters

Describe main character and most important side characters. Can also be listed.

- Main character
- Side character one
- Side character two