

Game Design Document

Revision: 0.0.1

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[**Revision History**](#_3gy0166ceoip) **3**

[**Title Page**](#_lien2ty1on5i) **4**

[Game Name](#_sio8d8k1mwnm) 4

[**Game Overview**](#_p30w3co02oq) **4**

[Game Concept](#_e7snuwjgrkk2) 4

[Genre](#_979f0xkwcyn) 4

[Target Audience](#_ghpi63jdisr0) 4

[Game Flow Summary](#_lf0pqz2cm1x3) 4

[Look and Feel](#_b1cvixnb4cxe) 4

[**The elevator Pitch**](#_337xnergkz1b) **4**

[<A one sentence pitch for your game.>](#_n3uo1axdxama) 4

[**Project Scope**](#_rdb2xo3rjh0s) **5**

[- <Game Time Scale>](#_so4ohvys7rbl) 5

[- <Team Size>](#_vj4qkbtdardd) 5

[- <Core Team>](#_j8yv861ptdhh) 5

[- <Marketing Team>](#_daufbksqby82) 5

[- <Licenses / Hardware / Other Costs>](#_anykqnrv7w7) 6

[- <Total Costs with breakdown>](#_lhzbw6pb1knl) 6

[**Targeted platforms**](#_kvz0cxkhwt0s) **6**

[- <Example Platform #1 Here>](#_pj0aqa670k25) 6

[- <Example Platform #2 Here>](#_bl2949vy1pme) 6

[- <Example Platform #3 Here>](#_iwp5fmls7zsf) 6

[**Influences (Brief)**](#_155cm8v36jpc) **6**

[- <Influence #1>](#_c6nxu1rzd2cc) 6

[- <Medium> (Television, Games, Literature, Movies, etc.)](#_f06t4w9mos8v) 6

[- <Influence #2>](#_ssiemceczw16) 6

[- <Medium> (Television, Games, Literature, Movies, etc.)](#_1ao3p4r5168k) 6

[- <Influence #3>](#_31bxzkfeuvl6) 6

[- <Medium> (Television, Games, Literature, Movies, etc.)](#_mcngz4taxruz) 6

[- <Influence #4>](#_o4f1wa5aq6q3) 6

[- <Medium> (Television, Games, Literature, Movies, etc.)](#_gse5sm6g24xj) 6

[**Gameplay and Mechanics**](#_lll4eqmas2qp) **7**

[Gameplay](#_regbgnflzio8) 7

[Game Progression](#_gnamk9xpfy8v) 7

[Mission/challenge Structure](#_pt4vj67bw3l9) 7

[Puzzle Structure](#_g4vzvh23yrms) 7

[Objectives](#_7iotaknd0xhu) 7

[Play Flow](#_xvs4m04m0htq) 7

[Mechanics](#_vfnpzhsglchk) 7

[Physics](#_httmpe505dwf) 7

[Movement in the game](#_xgm7oyx1ecxp) 7

[Objects](#_sud3zoadpz3p) 7

[Actions](#_k0dl2b8u7vuz) 7

[Combat](#_nn68hw4cw8i1) 8

[Economy](#_4l0ssz10yues) 8

[Screen Flow](#_3wwoxx8nyizi) 8

[Game Options](#_ifr3nq17bkx2) 8

[Replaying and Saving](#_j4u7egcvlezs) 8

[Cheats and Easter Eggs](#_ogz4n8s0dp7) 8

[**Story, Setting and Character**](#_vszsk87rmnhk) **8**

[Story and Narrative](#_1ikt6nximu1q) 8

[Game World](#_8617fk1qwxa) 8

[General look and feel of world](#_9rr6ntjwmnkt) 8

[Areas](#_soi6nqlw11qb) 8

[Characters](#_270rl94ap0yy) 8

[**Levels**](#_g534pkobg8d7) **9**

[Levels](#_i08ow18gt4lw) 9

[Training Level](#_6gabdd1jo4mf) 9

[**Interface**](#_iz7g0414fjou) **9**

[Visual System](#_qxslo7w6ptuf) 9

[Control System](#_hn9qg4ngi57v) 9

[Audio, music, sound effects](#_j468k5s2irqv) 9

[Help System](#_myuiuxtk1oht) 9

[**Artificial Intelligence**](#_7d4h1pyl9093) **9**

[Opponent and Enemy AI](#_wvi1jb3v2511) 9

[Non-combat and Friendly Characters](#_lwnqqjd4mzag) 10

[Support AI](#_g5x3kch6cy4n) 10

[**Technical**](#_rxt0e4rexfkt) **10**

[Target Hardware](#_x0xmda8q657y) 10

[Development hardware and software, including Game Engine](#_k26c3mlx8419) 10

[Network requirements](#_8qlk0fqiti0b) 10

[**Game Art**](#_2omhak3w2h2n) **10**

[Animation](#_isk96p5euy3r) 10

[**Schedule**](#_kmt9zaowjejr) **11**

[- <Object #1>](#_r3fjjzh8krjg) 11

[- <Object #2>](#_j584764hn4bz) 11

[- <Object #3>](#_lbj31oz0xb3v) 11

[- <Object #4>](#_p0jgh8xq0o3r) 11

# Revision History

10/28/2018 - Revised by Jeb Bradwell

# Title Page

## Game Name

# Game Overview

## Game Concept

## Genre

## Target Audience

## 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?*

# The elevator Pitch

## <A one sentence pitch for your game.>

*Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.*

# 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>

# Targeted platforms

## - <Example Platform #1 Here>

## - <Example Platform #2 Here>

## - <Example Platform #3 Here>

# Influences (Brief)

## - <Influence #1>

### - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

## - <Influence #2>

### - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## - <Influence #3>

### - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

## - <Influence #4>

### - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

# Gameplay and Mechanics

## Gameplay

### Game Progression

### Mission/challenge Structure

### Puzzle Structure

### Objectives

### Play Flow

## 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

### Movement in the game

### Objects

### Actions

*including whatever switches and buttons are used, interacting with objects, and what means of communication are used*

### Combat

### Economy

### Screen Flow

*A graphical description of how each screen is related to every other and a description of the purpose of each screen.*

## Game Options

## Replaying and Saving

## Cheats and Easter Eggs

# Story, Setting and Character

## Story and Narrative

*Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.*

## Game World

### General look and feel of world

### Areas

*including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)*

## Characters

*Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters*

# Levels

## Levels

*Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.*

## Training Level

# Interface

## Visual System

*If you have a HUD, what is on it? What menus are you displaying? What is the camera model?*

## Control System

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

## Audio, music, sound effects

## Help System

# Artificial Intelligence

## Opponent and Enemy AI

*The active opponent that plays against the game player and therefore requires strategic decision making*

## Non-combat and Friendly Characters

## Support AI

*Player and Collision Detection, Pathfinding.*

# Technical

## Target Hardware

## Development hardware and software, including Game Engine

## Network requirements

# Game Art

Key assets, how they are being developed. Intended style.

## **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.