

GAM 150

Project I
Week 1

Game Design Document

(GDD)

What is a GDD?

- Communicates the vision of the Game Designer
- Most useful document to the devteam

For whom is the GDD written?

- Publisher
- Management
- Development Team

GDD for Publisher

- To see and validate the vision for the game
- An unclear vision can result in conflict later in the development cycle
- Useful for marketing information

GDD for Management

- Feasibility assessment
 - Technical
 - Funding
- Conformity to Editorial vision
- Conformity to Current trends

GDD for Dev team

- Helps define tasks
- Gives clarity and vision

GDD for Dev team: Art

- Information needed:
 - Art style / look and feel
 - Actions / animation sets
 - Numbers and properties of characters, environments, props, etc.

GDD for Dev team: Designers

- Information needed:
 - Game flow
 - Game mechanics – physics, locks & keys, puzzles
 - Level layout
 - Character development
 - Story & dialog requirements

GDD for Dev Team: Prog

- Information needed:
 - Game mechanics requiring code to implement
 - Requirements for content creation tools – level, property & script editors

GDD for Dev Team: Sound Team

- Information needed:
 - Music & SFX style
 - Voice direction
 - Quantity of assets required

GDD for Dev Team: QA/QC Team

- Information needed:
 - All of it, everything in the game must be tested!
- The GDD can be used to write and validate test cases, keep it up-to-date

Format

- Use what works best for you
 - A single document
 - One or more documents and spreadsheets
 - Wiki pages
- GAM150: single PDF document

GDD Guidelines

- Every page must contain a page number, the game title, and the DigiPen copyright
- Neatly formatted and easily readable
- Spell-check and grammar-check before submission
- Avoid ambiguous statements:
 - “We would like to have [X feature] in the game.”
 - Clearly indicate features that are stretch goals.
- Avoid the use of personal pronouns
- Have a Table of Contents
- Use Visuals where-ever possible

GDD Guidelines: Cover Page

- First opportunity to catch the reader's attention
 - Make it polished and professional
 - Consider including supporting visuals

Game Design Document (GDD)

- Content Structure
 - High Concept
 - Summary
 - Story (briefly)
 - Game Flow
 - Game Mechanics
 - Game Characters
 - Game Resources

Game Design Document (GDD)

- Content Structure (cont.)
 - Game Environment
 - Game Controls
 - Visual Design
 - Audio Design
 - Behavior Design
 - Physics Design
 - Multiplayer Design

Questions ?