

Game Design Document Template

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Game Concept

Game Genres:

- | | | | |
|--------------------------------------|---|--|-------------------------------------|
| <input type="checkbox"/> Platformer | <input type="checkbox"/> Shooter | <input type="checkbox"/> Fighting | <input type="checkbox"/> Beat'em up |
| <input type="checkbox"/> Survival | <input type="checkbox"/> Endless Runner | <input type="checkbox"/> Racing | <input type="checkbox"/> Puzzle |
| <input type="checkbox"/> Educational | <input type="checkbox"/> Board Game | <input type="checkbox"/> Tower Defense | <input type="checkbox"/> Strategy |

Game Prospective:

- | | | |
|---|---|--|
| <input type="checkbox"/> 3D Third Person | <input type="checkbox"/> 3D First Person | <input type="checkbox"/> 3D Open-world |
| <input type="checkbox"/> 2D Visual Novels | <input type="checkbox"/> 2D Side-scroller | <input type="checkbox"/> 2D Top-Down |

Game Mode:

- ☐ Single-player
- ☐ Online Multiplayer: Co-op (Max Limit Of **2 Players**) (*E.g. Cricket, football...*)
- ☐ Online Multiplayer: Party Game (Max Limit Of **4 Players**) (*E.g. Ludo...*)
- ☐ Online Multiplayer: Teams (Max Limit OF **10 Players**) (*E.g. CounterStrike, Halo...*)

Game Overview

- What is the **Name of your game**?
- What game is about?
 - Is there any background story?
 - Provide at least **2 video links or pictures for references** of games with same idea as your game.
 - (*E.g. Super Mario, Need For Speed...*)
 - (*E.g. Snow bros, Counter Strike...*)
- **Theme** of the game? Provide a **video link or picture for references** (*E.g. World War II, Civil War, Forest, Medieval, Cartoonish, FutureTech[Sci-fi] ...*)
- Is there any **level system**?
 - How many levels are there? Does each level have different theme?

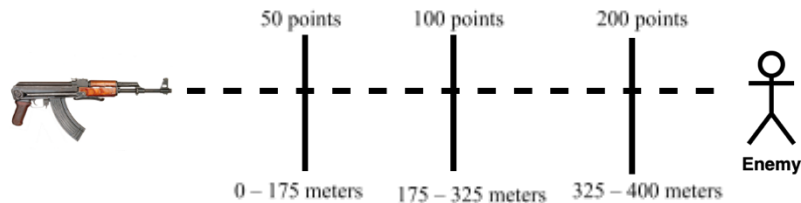
- How does the **scoring system** work?
 - o How do you calculate the **high score**? (E.g. Most Kills, Shortest Time, Most Collected Coins/Gems...)

E.g. Score System

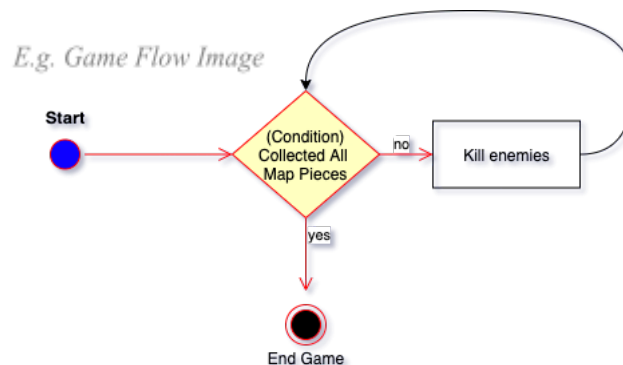
Info 1. AK47 Bullet max travel range = 400 meters ...

Info 2. Headshot bonus = extra 50 points ... (this info can be also be one of the game rules)

Info 3. ...



- What would be the **objective to clear a level**? (E.g. Win the race with at least 3rd position, Kill at least 5 enemies, Collect all map pieces...)
- o How does the game start and ends? (**Provide Game Flow Image**)



- o How do you play game? (**Provide image**) (E.g. Button on the screen to shoot, Joystick on the screen to move...)
- o What kind of elements will player be interacting with in gameplay? (E.g. Guns to shoot, Booms to blow, Car to drive, Collecting coins to purchase items, Collecting maps pieces to clear the level, hide behind a wall/tree...)
- Are there any enemies?
 - o Are there different types of enemies? How many types are there? What do they do? (E.g. Shoot, Throw booms, Eat player[zombie], Race with the player...)
- Is there a purpose of the game? (E.g. Educating kids, learning new skill, promoting company, promoting other products or trend...)

- What are the rules?

Game Rules:

Rule 1: (E.g. only 3 players in each team ...)

Rule 2: (E.g. player cannot join the team without permission of room creator ...)

Rule 3: (E.g. no player is allowed to take car into the water...)

Rule 4: (E.g. player always need to stay sign-in to play the game...)

Rule 5: (E.g. One hit kill...)

Rules for Player: (what player can and cannot do)

Rule 1: (E.g. player can only carry 2 guns...)

Rule 2: (E.g. cannot kill teammates...)

Rule 4: (E.g. can heal teammates, can heal himself...)

Rule 5: (E.g. can block other players...)

Rule 6: (E.g. cannot throw knife...)

Rule 7: (E.g. knife will break after 3 time usage...)

Rule 8: (E.g. Die when health goes 0...)

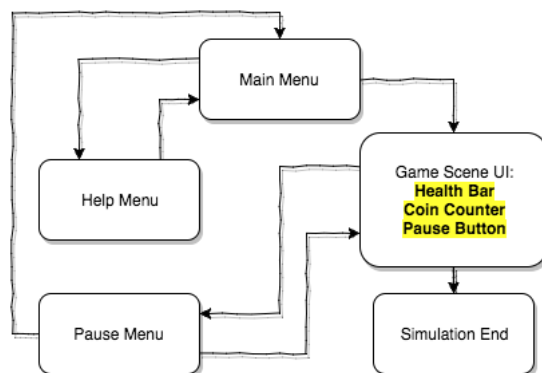
Rule 9: (E.g. Die if jump into water...)

Rules for Enemies: (what enemies can and cannot do)

Rule 1: ...

Rule 2: ...

- Provide UI system flow. (you may follow the example below)



- o Main Menu: Title of the game, Start button, Exit button, Help Menu button, ...
- o Help Menu: Volume control, Save and Load Game, ...
- o Game Scene: Health bar, Coin Counter, Pause Button, ...
- o Pause Menu: Exit Game Button, Volume control, Resume Button, ...
- o Simulation End: Start a new game Button, Credits, ...

- Provide some references of the UI design. (Provide images)

Assets

Audio:

o List of Audio clips

E.g

- *Player*
 - *Jump*
 - *Walk*
 - *Get Hit*
 - *Run*
 - *Fire*
- *Enemy*
 - *Jump*
 - *Walk*
 - *Get Hit*
 - *Run*
 - *Fire*
- *Game Background Music*
 - *Main scene*
 - *Level*
 - o *Level 1*
 - o *Level 2*
 - *Credit scene*
- *UI*
 - *Main Menu*
 - o *Exit Button*
 - o *Menu Button*
 - *Gameplay*
 - o *Pause button*

(providing a link to is not recommended unless you are a student)

o **Dropbox Link:** [google.drive.com/xxx/xxxxxx](https://www.google.com/drive/xxx/xxxxxx)

3D models:

o List of 3D models

E.g

- *Protagonist*
- *Antagonist*
 - *Level 1 antagonist*
 - *Level 2 antagonist*
- *Game*
 - *Level 1*
 - o *Trees*
 - o *Rocks*
 - o *Building*
 - o *Cars*
 - o *...*
 - *Level 2*
 - o *Table*
 - o *Chairs*
 - o *...*
- *Interactable Items*
 - *Gun*
 - *Bombs*
 - *Coins*
 - *...*

(providing a link to is not recommended unless you are a student)

- o **Dropbox Link:** [google.drive.com/xxx/xxxxxx](https://www.google.com/drive/xxx/xxxxxx)

2D images:

o List of UI

E.g

- *Player*
 - *Health bar*
 - *Character Display Image*
 - *Bullets counter*
 - *...*
- *Enemy*
 - *Health bar*
 - *...*
- *Main Menu*
 - *Start Button*
 - *Exit Button*
 - *Setting Button*
 - *...*

(providing a link to is not recommended unless you are a student)

- o **Dropbox Link:** [google.drive.com/xxx/xxxxxx](https://www.google.com/drive/xxx/xxxxxx)

Source Code:

(providing a link to is not recommended unless you are a student)

- o **Git Link:** www.github.com/xxx/xxxxxx

Prototypes:

- **Video Link:** www.youtube.com/xxx/xxxxxx

Marketing Plan

- **WHY DO WE MAKE THIS GAME?**
 - How unique is your game?
 - Is it attractive?
 - Is it addictive?
 - Is it Fun?
- Who are the **target audience**?

It is recommended to use the following formula to sell your game

Old Selling Value of the Game = Fun

Current Selling Value of the Game = Uniqueness + Attractiveness + Addictiveness + Fun

Uniqueness = Alter and/or add new rules to the game.

Attractiveness = Find new eye-catching design & color combinations & unique art style.

Addictiveness = make easiest gameplay but difficult to achieve highest score to unlock rewards.

Fun = observe and re-design your game.

*The above formula was discovered after the observation on countless games on various platforms. In addition, many games alter the above formula to sell their game. For instance, **Ustwo Games Studio** alter the formula as following to create **Monument Valley** game.*

Selling Value of the Monument Valley = Uniqueness + (Attractiveness)² + Fun

- Will there be any membership within the game?
- Will there be any in app purchase?



Development Team Info.

- Total members:

Project Manager Name: Contact info:
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Chief Design Officer (CDO) Name: Contact info:

Chief Technical Officer (CTO) Name: Contact info:
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Design Team Name: Contact info: Name: Contact info:
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Programming Team Name: Contact info: Name: Contact info:

References Links

1. www.gametechno.com/xxx/xxxxxx
2.

Some recommendations.

- It is recommended to have a cover page.
- It is always a good practice to have table of contents in a document.
- Try to apply page number at the footer of every page of the document.
- Provide references links of every image or video you use in your document.
- Choose a proper font/theme for your document.
- Make sure your document is readable.