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# Game Project Name! v0.00

GDD Template v2.0 by Hammerwing Studios
based on template by Baldwin Consulting
Game Design by *******

Intro: This is a sample template of a game design document our team created based on Baldwin Consulting's template. Depending on the game you make, there may be sections of this document that needs expanding while other sections can be omitted. This document is by no means complete; there's a possibility that we missed something due to our inexperience or something we took for granted. We hope that this tool will help make your Gamedev experience a well planned and positive one!

Hammerwing Team

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List of recent changes in the Game Design Document

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# Game Overview

# Game Facts

| | |
|---|---|
| Genre | |
| Target Consoles | |
| Target Audience | |
| Number of Players | |

# Concept Overview

## High Concept

The ‘pitch’ of the game: the few key sentences that deliver the game concept to someone who has never heard of it before.

## The Experience

The overarching experience or theme the game intends to deliver to the player

## Essence - The Pillars of the game

- What the core game is about
- main activity
- the unique aspects of the game
- any interesting game mechanics go here

## Style Overview

- Description of the art style, what is it similar to?
- What type of colors are used?
- What type of mood?
- What type of music and sounds used?

# Project Scope

Remember that too large of scope is one of the biggest killers of game projects

## Locations and Sub-Levels

- How many Major locations, what are the difference between them
- How many levels/sublevels overall

## Playable Characters and NPCs

- How many playable characters
- How many different types of NPCs

## Other Resources

- Number of Soundtrack songs to be produced
- Engine: working with an existing engine or building one yourself?
- Any other production things such as Voice acting, storywriting, etc.

# Gameplay

# Gameplay

## Game Progression

How does the player progress through the game? Do they travel to new places or simply complete missions/levels?

## Play Flow

What does the player experience when they play, is there any cutscenes? Scripted events? Mission briefing/summary?

## Mission/Level Structure

### *Level Types*

are there more than one type of level, details laid out in Level design section

***Objectives***

what are the common objectives the player must reach to complete a level, details in level design section

### Puzzle Structure (if any)

How do the puzzles work? How many kinds of puzzles are there?

## Atmosphere Design

This is the part that describes how music, sound, art, and gameplay come together to create the intended atmosphere. Are there parts of the game in which you want to create suspense or panic? Are there parts that you want to create excitement and empowerment? etc.

## Game Modes

### Singleplayer

self explanatory, is there newgame+? or a challenge mode?

### Multiplayer

Competition or Collaborative? Team based or PvP?

# Mechanics

### World Physics

what are the physics, is it 2d or 3d? are you flying or running on the ground most of the time? Are there different sections of the game that uses completely different world physics?

## Movement System

### General Movement

Walking/Running/flying. Whatever your main movement is.

### Alternative movement

driving vehicles, using overworld maps, teleport stations, etc.

# Objects

### Object Behavior

Does the object do things by itself?

### Interaction with Objects

moving, activating, etc

# Actions

### General Actions

picking up, throwing, pushing buttons go here

### Interactive Actions

stuff like accessing computers to do stuff or controlling certain machinery

# Combat System

### Combat Overview

is it a punching or shooting game? or is it like chess?

### Weapons

guns, swords, things that go boom!

### Abilities

magic or other combat stuff goes here

### Upgrades

things that make a BIGGER BOOM! ...or make sure you survive one

### Items

misc things that's sometimes useful

# Enemies

### Enemy Types

small and speedy, big and fat, ambushers, etc.

### Enemy AI Overview

details in AI section

# Status/Health System

### Health

I have ONE Hitpoint left but I can still fight Strong!

### Status Effects

Behold the superman mode... and the poison too

### Fail Conditions

how do you die or fail horribly?

# Economy

### Currency

stuff you use to purchase stuff like weapons, upgrades, items, etc. How does the player collect/earn currency?

### Item Shop

Shops the purchase items, is the item shop in the game world or is it set up for in-app purchases?

### Resources

what resources does the game use apart from currency?

#### *Sources & Sinks*

Where does player get resources, what systems drain resources

## Scoring System

What type of scoring system will the player encounter? Is it a point system or a level-up system?

### How Points are Made

details on how the player makes points go here, will often get changed during the playtesting phase.

### Experience (if any)

can be tied to the upgrades in combat

### Achievements / Special Rewards

## Screen Flow

Where the player starts when he turns game on and how & where he navigates during the

gameplay.
[insert screen flowchart here]

## Game Options

what options can the player change? (sound/music volume, screen resolution, etc.)

## Saving, Loading and Replay

how does saving/loading work? is there checkpoint system? is there a retry after failing?

## Cheats & Easter Eggs

fun game breaking stuff goes here along with random stuff

# Story Bible - Plot, Setting and Characters

Standalone Document Recommended.

## Setting

Where is the game happening?

### Areas in the World

#### *Area 1*

**Description**
how does it look like?

**Levels that use this area**
self explanatory

**Impact on story**
why is this place important enough to visit?

# Story Overview

The ultra condensed version of the story.

### Major Plot Events in Game

### Character List

list of Major and minor characters in the game & quick description roles of them

### Extended Storyline

The full story, detailing interaction of the characters and events in the game.

# Character Profiles

Detailed profiles of major characters. Based on Tim Schafer's character building process.

### Character 1

***Identity:***

| | |
|---|---|
| Age | |
| Gender | |
| Nationality/Ethnicity | |
| Parents | |
| Siblings | |
| Significant Other | |
| Location | |

| | |
|---|---|
| Religion | |
| Class | |
| Marital Status | |
| Education | |

***Physical:***

| | |
|---|---|
| Fat / Skinny | |
| Tall / Short | |
| Strong / Weak | |
| Hair Color / Style | |
| Style of Dress | |
| Attractive / Repulsive | |
| Unique Characteristics / Markings / Disabilities | |

***Behavior:***

| | |
|---|---|
| Meyer-Briggs Type | |
| Speech (accents / pitch) | |
| Cheerful / Grumpy | |
| Social Skills | |
| Ambitions / Desires | |
| Fears / Hates | |
| Hobbies / Obsessions | |
| Special Talents | |
| Self Image | |

| | |
|---|---|
| Emotional Baggage | |
| Secrets | |
| Smoke / Drink / Etc | |
| Self-destructive / defeating | |
| Mannerisms | |
| Intelligence | |
| Strong / Weak | |
| Leader / Follower | |
| Mean / Kind | |
| Right / Left Brained | |
| Brave / Fearful | |
| Graceful / Clumsy | |
| Seeks attention / isolation | |
| Funny / Serious | |
| Mellow / Energetic | |
| Humble / Arrogant | |
| Obedient / Rebellious | |

***Development:***

Their development and what happens to them in game

***Relations:***

Their relations/interactions with other characters

# Themes and Symbolism

Deep thought stuff goes here if needed.

## In-Game Story

**VERY IMPORTANT:** This is the text, dialogue, and gameplay elements that player experiences.

### Show don't Tell, Do don't Show

Ways to show the backstory to the player without telling them what happened or what is happening. But even better is making the gameplay progress the story without having to show the story.

### Dialogue

The actual in-game chatter and voice acting script. Likely to become its own document if the game is heavily story driven.

### Non Dialogue Story Text

Journals, documents, mission objective texts and other things go here.

# Level Design

Standalone Document Recommended.

## Overview of Levels

### High Concept of Levels

The idea on how the levels would be like.

### Scope

Number of levels. More detailed version of Project Scope from Game Overview section
***[Insert Level Flow Chart here]***

# Types of Levels

Are there more than one kind of levels (open world, arenas, corridors, rail shooter, side-scroller platformer, chessboard, etc.)

# Game Mechanic Introduction

Which levels have new game mechanics introduced.

# Pacing

**Often tied to the Story section.**
How is the game paced? Where are the gameplay difficulty climaxes and valleys? Inspired by Extra Credits video.
***[Insert Pacing Chart here]***

# Structure Explanation - for each level

## Description

Describe the what the level is all about, It's setting and events.

## Encounters

What new things do we discover? Who do we meet? Who do we meet again? What or who makes an important appearance here?

## Atmosphere

What atmosphere is intended for this level? What events in the encounters change that?

## Game Mechanics

### *Introduction*

What new abilities or gameplay elements are introduced in this level? Is there an escalation of enemies (new enemy types, improved weapons, etc)?

### *Reinforcement*

Where do previous mechanics get reinforced and/or tested?

## Objectives

What must be accomplished to finish the level. List optional objectives. What are the fail conditions and consequences.

## Puzzle Structure

What puzzles are present here? What must the player overcome or learn? What should they already know? How do the puzzles work, what do they do, and why do them? How will these puzzles help later in the game?

## Level Layout / Art

Write a verbal description of the level, it's layout locations and events. What makes this level interesting? how does it flow? what should the player feel about it?
***[Insert some maps and concept art here.]***

## Critical Path

What is the shortest path to completing the level?
***[Insert topdown maps with arrows if needed.]***

## Asset List

List what we need to create to build the complete level.

### *Base*

List what is absolutely needed

### *Filling*

Followed by what we need to fill out the level

### *Sprinkles*

Then what would be nice to have but can be skipped
.

# Interface

## Visual System

### HUD

what info is on the screen during gameplay? Are some of the things static or do they show up when necessary?
***[Fabricated Screenshots in Art Section]***

### Cameras system

how many cameras (1st, 3rd)and how do they look?

## Menu Flowchart

How the player will navigate the games menus. Usually a more detailed screen flowchart from the mechanics section.
[insert flowchart here]

## Menu Details

details on each menu screen

### Main/Title Menu

#### *Description*

The first menu that the player sees after the splash screen

#### *Navigation & Variables*

- Things go here
-
-

#### *Screenshot Mockup*

[Insert Screenshot]

## Player Controls

### Controller map

which key does which action. ex: WASD for movement, “E” for use, Left Click for fire, etc...

# Programming

Most Likely it’s own document

## Conceptual

### Game Scenes / States

scenes of the game that need to be made. ex: battle scene, town/dungeon scene, overworld scene, shopping scene.

## Resources Needed

Things such as editing programs, tools, etc.

## Organization

### Tree Diagram

Diagram that shows major elements of the game

### UML Class Diagram

## Topic Details

Detail description on how each part of the game is programmed.

### Topic 1

copy/paste for each topic

***Summary***

About the topic, ideas how it can be programmed. Which variables used as input/output.

***Pseudocode / Code***

“rough draft” of your code

# Artificial Intelligence

Often a subsection of Programming Doc

## Enemy AI

### Basic Enemy AI rules

### Enemy Behavior Types

### Bosses

description on how each of them behave

## Friendly AI

### Friendly Behavior Types

## Support AI

### Support Behavior Types

### Player and collision detection

### Pathfinding

# Art

Likely it's own document

## Detailed Description

Description on how the game will look

### Inspiration Sources

## Style Guide

How will all the game's elements are to be done in order to keep consistency and coherence.

***The UI look***

How does the game's art style impact the way the UI looks

***The story characters / setting***

ways to have the characters and places “fit” each other, and where will there be contrast

***How it impacts Level Design***

***Ties With Music & Sound***

how the art style will work together with music and sounds of the game

# UI Assets / Concepts

***Color Scheme***

***Basic Composition (shapes)***

***Fonts used***

## Menus

concepts and asset list here

## HUD

concepts and asset list here

## UI Animations

description and animation list here

## Transition Animations

moving between menus and active game

# Gameworld Concepts / Assets

### 3D Concept / Assets

### Textures

### 3D Animations

### 2D Concept / Assets

### 2D Animations

### Lighting

### Special Effects

# Audio

Likely its own document

## Atmosphere

What is the music & sound effects trying to evoke?

### Ties with Art

How does the sound tie together with the art of the game?

### Ties to Gameplay

Will the gameplay affect the music?

## Music

Which kind of music genre are you planning for the soundtrack?

### Song Details

***Song Title***
Description:
How it'll be used:
Places used in game:

## Sound Effects

Which style of sound effects are you using? Real world sounds or synth?

### Sound Effect List

# Logistics

## Target Platform

## Tools

### Engine

# Management

## Development Plan

## Schedule