

VGDA Game Design Doc

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Note:

If you ever need any basic ideas to get started, check out [Cool Math Games](#) or [Crazy Games!](#)

Purpose

This game design document is to help organize your thoughts about your game idea.

Teammates

Team Name

Something short and simple we can identify you

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(Put team lead as the first name on the list)

Name	Role (artist, programmer, etc.)

Team Lead Contact Info

(Discord username, CSULB email, etc.)

Please provide some kind of contact from the team lead so the officers assigned to your team can contact you. Discord is preferred but student email can also work as well.

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Core Concept

Write a simple statement that describes your game. Keep this at one sentence and write it like an elevator pitch.

Game Overview

Game Title:

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Genre:

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Target Audience:

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Game Description

Summarize very briefly what the player will be doing and what the game will be like. Keep this to a paragraph at maximum.

Inspiration

Include other games and media that inspired your game idea! Also include pictures or gifs if it helps convey the idea you want to go for.

Game Mechanics

Gameplay Loop

*Give a very basic gameplay loop for how players will repeat and progress throughout your game. (**First-person shooter loop**: Spot An Enemy → Aim → Shoot → Advance)*

Controls

These are buttons and controls used for the features of your game. If using multiple outputs, use the same names for different buttons.

Keyboard

- WASD - movement

PS5 Controller

- Left Joystick - movement

Features

The special mechanics or controls you want in your game. You can go back-and-forth with this and the "Controls" section.

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Game Aesthetics

Design Pillars

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Ex: Fast. Action-packed. Mayhem.)

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Game Identity / Matra

List your single-sentence description of the game that you will use to guide design decisions. (Ex: Stylized action platformer about a meatball fighting the dinner table.)

Genre / Story Summary

List what the game is from a gameplay and/or story perspective. (Ex: This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...)

Art Style

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

Music and Sound

Include links to music and sound design similar to what you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

Technical Specifications

Game Engine / Framework:

(Highlight / underline which one you'll use)

Godot	Unity	GDevelop	Other:
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Platform(s):

- ☐ itch.io (strongly preferred)
- ☐ Steam
- ☐ Google Play
- ☐ iOS Store
- ☐ Other:

(Please note some platforms may have publishing fees)

Other Programs

List other programs you plan to use for your game (drawing programs, MIDI's, coding IDEs)

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Development Roadmap

Month	Milestone(s)
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September	•
October	•
November	•
December	•

Launch Day:

December 6th, 2024

(Estimated Date)

When finished, please submit a viewable link to this Google doc and send the link to this email: president.vgda@gmail.com