Title of Game

Game Design Document

Copyright your studio / your name / vision statement of game

A version of this template was shared with me, but I can't remember who or where on my journey. Now with some edits, I'm sharing it with you. :)

A game design document is a living breathing document. This is meant to change, grow, and expand as the team (or project) expands. However, all good game projects start with a solid vision.

Whether it is in your heart as a lifelong dream, or a technical vision of "wanting to make something with the cool new tool you developed," a vision and goal statement keeps you to your core: your WHY you are making this game, and WHY everyone else will want to play it! Good luck! & happy deving!

a

Index/Table of contents

Index

Table of Changes

When working with multiple people, it's important to keep a total list of who has changed what and where. Especially good for shared documents with multiple disciplines and high trust. The GDD is not meant to be written by one person but several. If it is one person (i.e. you), keep it short.

Game Overview

Summary

What is your game idea about? What's the vision statement? What will tie your entire game together?

For example, Persona 5 is about relationships. The game encourages you to strengthen your bonds through various gameplay to become better at combat, which allows you to progress the story. The story is about the relationships you make. Ergo relationships. Ship ship ship...

Gameplay

This section will include all about gameplay and base things, like it. What's the goal of the game? Both story and mechanics go here.
For example, "In Coffee Catch, competing baristas must capture the best oat milk from the center of the cafe. Once a team of baristas capture the oat milk, they must bring it back to their cafe entrance to make a latte. Making a latte scores a point. Whoever has the most points wins." <- capture the flag game

Core Game loops/mechanics/systems

Draw some cool flow charts here, about how you expect the user experience to be. What's the core game loop? What keeps people engaged? Why do you want people to be engaged?

Technical

Controls

How will players interact with the game world? What is your control scheme? Point and click adventures are still complex control schemes, since they have interact objects. Make sure to list everything you have.

Camera such as first person, third person, etc. is going to go here. If you have camera changes, list them here.

Mechanics

What are your game mechanics?

Engine and Tools

What engine are you using? What tools do you need? List them here as the project goes on. These tools help you make the "tools" (mechanics) that players will use in your game. So have it!

Level Design

(Note : These sections can safely be skipped if they're not relevant, or you'd rather go about it another way. For most games, at least one of them should be useful. But I'll understand if you don't want to use them. It'll only hurt my feelings a little bit.)

Themes

1. Forest
   a. Mood
      i. Dark, calm, foreboding
   b. Objects
      i. *Ambient*
         1. Fireflies
         2. Beams of moonlight
         3. Tall grass
      ii. *Interactive*
         1. Wolves
         2. Goblins
         3. Rocks
2. Castle
   a. Mood
      i. Dangerous, tense, active
   b. Objects
      i. *Ambient*
         1. Rodents
         2. Torches
         3. Suits of armor
      ii. *Interactive*
         1. Guards
         2. Giant rats
         3. Chests

Game Flow

1. Player starts in forest
2. Pond to the left, must move right
3. To the right is a hill, player jumps to traverse it ("jump" taught)
4. Player encounters castle - door's shut and locked
5. There's a window within jump height, and a rock on the ground
6. Player picks up rock and throws at glass ("throw" taught)
7. … etc.

(example)

Art style

Art Style Overview

What kinds of colors will you be using? Do you have a limited palette to work with? A post-processed HSV map/image? Consistency is key for immersion.

What kind of graphic style are you going for? Cartoony? Pixel-y? Cute? How, specifically? Solid, thick outlines with flat hues? Non-black outlines with limited tints/shades? Emphasize smooth curvatures over sharp angles? Describe a set of general rules depicting your style here.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they're interacting with something? That they *can* interact with something?

Art Needed

I'd go so far as to define a color palette, or create a mood board here.

1. Characters
    a.
2. World
    a.
3. Ambient
    a.
4. Other
    a.
5. Interactable
    a.

(example)

User Interfaces

General overview of how the player enters and exists the game.

1. Title Screen
    a. Options
    b. Save Game / Load Game
2. Game Select
3. Game Menus
4. End Credits

Sounds/Music

Style Attributes

Consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario's jump), or use just enough to let the player know something happened (e.g. mega man's landing)? Going for realism? You can use the music style as a bit of a reference too.

Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music and sounds - so plan accordingly!

Sounds Needed

1. Effects
   a.
2. Feedback
   a.

(example)

Music Needed

1.

(example)

Schedule

(what is a schedule, i don't even. list is good enough, right? if not add some dates i guess)

1. develop base classes
   a. base entity
      i. base player
      ii. base enemy
      iii. base block
   b. base app state
      i. game world
      ii. menu world
2. develop player and basic block classes
   a. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   a. blocks
      i. moving
      ii. falling
      iii. breaking
      iv. cloud
   b. enemies
      i. soldier
      ii. rat
      iii. etc.
5. design levels
   a. introduce motion/jumping
   b. introduce throwing
   c. mind the pacing, let the player play between lessons
6. design sounds
7. design music

(example)

Writing

This is at the end because I find I work best as a writer and in narrative projects. This is where you can define the "levels" of a story the same way you would in the game. First, the overview of the summary of the narrative from beginning to end. The style and tone (of the character, scene, or just basic gameplay) then go into individual dialogues, etc.

Brief Game Summary

Humorous, and serious at times. (example)

Style and Tone

Humorous, and serious at times.

Scene by Scene

Humorous, and serious at times.

Screenplay By Scene

Humorous, and serious at times.