

Basic design document template

Overview

Elevator pitch

This describes the overall goal and vision for your game.

Target audience

This experience is targeted at players who enjoy...

You can link your persona(s) here or include them directly in this document.

Reference examples

You might find it helpful to list reference examples of similar games.

Game concepts

You can either add your concept work straight to this document, or include links to relevant files and folders here. It can be helpful to keep everything organized in one place!

Game functionality

Technical details / features

List the key features and mechanics for your game here.

Other requirements

If you have any additional requirements for your game, add these to the document too.

Project assets

You might find it helpful to start a list of the assets that you'll need for your game in the game design document.