

Game Name Here

Game Design Document

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1 *Game Design*

1.1 Summary

Sum up your game idea in 2 sentences. A kind of elevator pitch. Keep it descriptive but as concise as possible!

1.2 Gameplay

What should the gameplay be like? What is the goal of the game, and what kind of obstacles are in the way? What tactics should the player use to overcome them?

1.3 Player Mindset

Who do you want to play this game? Do you have a target audience? What kind of mindset do you want to provoke in the player? Do you want them to feel powerful, or weak? Adventurous, or nervous? Hurried, or calm? How do you intend to provoke those emotions?

1.4 Game Structure

How is the game structured? Are there levels? One persistent world? Lots of dialog/cutscenes? What changing elements are there?

1.5 About

How did you come up with this idea? What inspired you to make this game? (Optional)

2 *Technical*

2.1 Screens

1. Title Screen
 - a. Options
2. Level Select
3. Game
 - a. Inventory
 - b. Assessment / Next Level
4. End Credits

(example)

2.2 Controls

How will the player interact with the game? Will they be able to choose the controls? What kind of in-game events are they going to be able to trigger, and how? (e.g. pressing buttons, opening doors, etc.)

2.3 Mechanics

Are there any interesting mechanics? If so, how are you going to accomplish them?

Physics

Gravity

- This game has it!

Cutscenes

Feature-length

- The most amazing thing you've ever seen!

(example)

3 Game Elements

3.1 Player

Variables

- Health
 - How many hits the player can take.
- Magic
 - How many more spells the player can cast.

Abilities

- Special Attacks
 - Strong Hit
 - Does double damage
 - Does Physical damage
- Magic Attacks
 - Fireball
 - Shoots a fireball
 - Does Magic damage
 - Can burn plant obstacles

(example)

4 World Design

4.1 Environments

Forest

- Mood
 - Dark, calm, foreboding
- Objects
 - *Ambient*
 - Fireflies
 - Beams of moonlight
 - Tall grass
 - *Interactive*
 - Wolves
 - Goblins
 - Rocks

Castle

- Mood
 - Dangerous, tense, active
- Objects
 - *Ambient*
 - Rodents
 - Torches
 - Suits of armor
 - *Interactive*
 - Guards
 - Giant rats
 - Chests

(example)

4.2 Game Flow

1. Intro Cutscene
 - a. Player is in the garden minding her own business.
 - b. Player is approached by the king's herald and is asked to retrieve the crown.
 - c. Player accepts and gets whatever he needs for his adventure.
 - d. Player sets off into a field.
 - e. Player sees the evil wizard flying away with the crown and the player pursues!
2. Level 1: Forest
 - a. Pond to the left, must move right
 - b. To the right is a hill, player jumps to traverse it ("jump" taught)
 - c. Encounters basic enemies
 - i. Jump on these enemies to defeat them.
3. Level 2: Castle
 - a. Player encounters castle - door's shut and locked
 - b. There's a window within jump height, and a rock on the ground
 - c. Player picks up rock and throws at glass ("throw" taught)
 - d. Player encounters first flying enemies
 - i. Throw rocks at these enemies to defeat them.
4. ... Etc.
5. Final Boss
 - a. Player enters the castle and sees the wizard put on the crown.
 - b. The wizard floats up and starts to attack.
 - c. Player fights the boss.
6. Final Scene
 - a. Player defeats the wizard and brings him and the crown back to the kingdom.
 - b. The king throws the wizard in jail and returns the crown to the pedestal where it stood before.
 - c. The king gives player a big shiny medal.
 - d. Player holds up medal and smiles.
 - e. Credits roll.

(example)

4.3 Game Story

(This Section is Optional)

Backstory/History

Does your game have events that led up to the events portrayed in the game? Did someone steal a magic crown and someone needs to get it back? Was there a good king that was succeeded by an evil son/daughter? Give your world a personality.

Main Story

How does your story's plot progress? Explain the whole plot of the game from start to finish. Who does what and when? Expand upon the Game Flow section so you have a better idea of motivations and reasons behind what's happening.

Side Stories

Does your game have side stories? Detail those here. No side stories? Get rid of this section.

5 Example Session

5.1 Pre-Game GUIs

Title Screen

Title slowly floats downward from the top and stops in the middle, flash of light and menu appears.

5.2 Main Game

Start

You begin the game...

5.3 In-game GUIs

Pause Menu

Content in the menu

6 *Development*

6.1 Base Objects and Component Compositions

Components/Scripts in *italics*.

1. Player
 - a. *PlayerManager*
 - b. Player Model
 - i. *ModelChanger*
 - c. Main Camera
 - i. *CameraControl*
2. Enemy
 - a. *EnemyManager*
3. Game Controller

(example)

6.2 Variations of Objects and Component Compositions

1. BasePlayer
 - a. PlayerMain
 - b. PlayerUnlockable
2. BaseEnemy
 - a. EnemyWolf
 - b. EnemyGoblin
 - c. EnemyGuard (may drop key)
 - d. EnemyGiantRat
 - e. EnemyPrisoner
3. BaseObject
 - a. ObjectRock (pick-up-able, throwable)
 - b. ObjectChest (pick-up-able, throwable, spits gold coins with key)
 - c. ObjectGoldCoin (cha-ching!)
 - d. ObjectKey (pick-up-able, throwable)
4. BaseObstacle
 - a. ObstacleWindow (destroyed with rock)
 - b. ObstacleWall
 - c. ObstacleGate (watches to see if certain buttons are pressed)
5. BaseInteractable
 - a. InteractableButton

(example)

6.3 Scripts/Code Required

Movement

Need to figure out how the heck to make the player move and jump!

(example)

6.4 Potential Problems

Problem 1

What could be a challenge or a problem while developing this game?

7 Graphics

7.1 Style Attributes

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? Cartoonish? 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?

7.2 Graphics Needed

1. Characters
 - a. Human-like
 - i. Goblin (idle, walking, throwing)
 - ii. Guard (idle, walking, stabbing)
 - iii. Prisoner (walking, running)
 - b. Other
 - i. Wolf (idle, walking, running)
 - ii. Giant Rat (idle, scurrying)
2. Blocks
 - a. Dirt
 - b. Dirt/Grass
 - c. Stone Block
 - d. Stone Bricks
 - e. Tiled Floor
 - f. Weathered Stone Block
 - g. Weathered Stone Bricks
3. Ambient
 - a. Tall Grass
 - b. Rodent (idle, scurrying)
 - c. Torch
 - d. Armored Suit
 - e. Chains (matching Weathered Stone Bricks)
 - f. Blood stains (matching Weathered Stone Bricks)
4. Other
 - a. Chest
 - b. Door (matching Stone Bricks)
 - c. Gate
 - d. Button (matching Weathered Stone Bricks)

(example)

(Note : If you're soloing you might not need to define this part, as you can just use the Variations of Classes + Themes sections as a reference. It's up to you.)

8 Sounds/Music

8.1 Style Attributes

Again, 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!

8.2 Sounds Needed

1. Effects
 - a. Soft Footsteps (dirt floor)
 - b. Sharper Footsteps (stone floor)
 - c. Soft Landing (low vertical velocity)
 - d. Hard Landing (high vertical velocity)
 - e. Glass Breaking
 - f. Chest Opening
 - g. Door Opening
2. Feedback
 - a. Relieved "Ahhhh!" (health)
 - b. Shocked "Ooomph!" (attacked)
 - c. Happy chime (extra life)
 - d. Sad chime (died)

(example)

8.3 Music Needed

1. Slow-paced, nerve-racking "forest" track
2. Exciting "castle" track
3. Creepy, slow "dungeon" track
4. Happy ending credits track
5. Rick Astley's hit single "Never Gonna Give You Up"

(example)

(Note : Again, if you're soloing you might be able to / want to skip this section. It's up to you.)

9 Schedule

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)