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# Title

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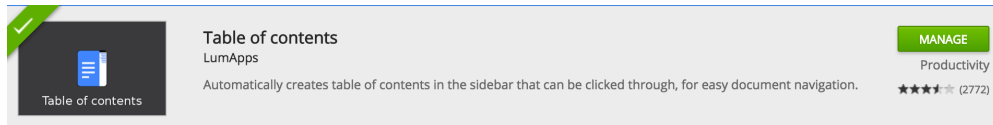
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# NOTES:

This page should be removed when creating your document. This merely acts as a set of information in order to use this template effectively. This is not a mandatory thing, but a preference I have. This is a plugin if you are using google docs as your design document software. Ignore this for other softwares (except for the heading template).

## TABLE OF CONTENTS:

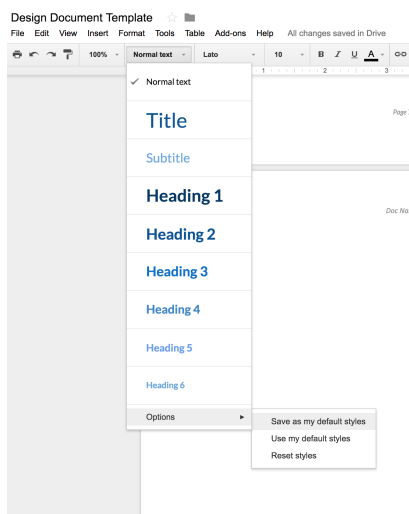
- Besides the embedded Table of Contents (the upcoming section), do get Table of Contents Add-on from Store by clicking Add-ons, Get Add-ons and Search for Table of Contents.



- Install the one by LumApps.
- It shall appear on the sidebar. (It would already be for this document)
- Set Heading numbers format as 1.2.3. (dot at the end as well. This is usually the third option in the list)
- Set Display until level as 6.
- And mark it as 'Always open for this document' in the bottom.
- Use the right headings within the doc, ignore the numbering as this Add-on will do it for you on hitting refresh.
- The Table of Contents embedded within the document will have to be manually updated via clicking on it and hitting refresh.

## HEADING TEMPLATE:

- This should be available for most well-known document softwares.**
- To ensure this Heading template is used and can be opted in future, click on the text (mostly will read Normal text or some heading) that can be seen to the left of the font name, and while you are in this document, set it to 'Save as my default styles' in options. Refer image below.
- Once done, you can create new documents and also update existing documents to this style by setting to 'Use my default styles'.



# Table of Contents

|                                |   |
|--------------------------------|---|
| 1. Document Overview           | 4 |
| 2. Document History            | 4 |
| 3. Title / Feature Name        | 5 |
| 3.1. Commandments              | 5 |
| 3.2. Story / Narrative         | 5 |
| 3.3. Gameplay                  | 5 |
| 4. Game Elements               | 5 |
| 5. Mechanics                   | 5 |
| 5.1. Controls                  | 5 |
| 5.2. HUD                       | 6 |
| 5.3. Economy                   | 6 |
| 5.4. Scoring                   | 6 |
| 6. Level Design                | 6 |
| 7. Game Flow                   | 6 |
| 8. Heading 1                   | 7 |
| 8.1. Heading 2                 | 7 |
| 8.1.1. Heading 3               | 7 |
| 8.1.1.1. Heading 4             | 7 |
| 8.1.1.1.1. Heading 5           | 7 |
| 8.1.1.1.1.1. Heading 6         | 7 |
| 9. Art                         | 7 |
| 9.1. Mock Screens              | 8 |
| 10. Sound                      | 8 |
| 11. TDD                        | 8 |
| 12. Data tracking              | 8 |
| 13. Target Audience & Platform | 8 |

# 1. Document Overview

This document describes the template that can be used for design documents and feature documents.

This document describes the key elements of the game/feature in sufficient detail to allow further prototype development and design. It will be used as the basis for further creative discussion and will form the basis for the development of a complete design.

Disclaimer:

- Any numerical values are subject to change during the course of development.
- All images used in this document are copyrights of their respective owners and are used for reference purposes only.

**Note:** *This is a mere template to get started and not a standard that HAS to be followed unless established by the organization you are part of. There may be a few things that could have been missed here and can be added while writing the GDD itself. Similarly, some of the sections may not be relevant for certain games. Use your discretion and find your own document structure. :)*

## 2. Document History

| Date          | Author               | Revision | History                                                                                                |
|---------------|----------------------|----------|--------------------------------------------------------------------------------------------------------|
| 15th Feb 2017 | Poornima Seetharaman | 1.0      | <ul style="list-style-type: none"><li>• Initial draft of Design Template</li></ul>                     |
| 30th May 2017 | Poornima Seetharaman | 1.1      | <ul style="list-style-type: none"><li>• Added Notes for TOC and Heading templates.</li></ul>           |
| 12th Sep 2018 | Poornima Seetharaman | 1.2      | <ul style="list-style-type: none"><li>• Added some details to the sections to make it clear.</li></ul> |

## 3. Title / Feature Name

### 3.1. Commandments

- ❖ **High Concept:** Kill enemies and earn points to level up in the game.
- ❖ **Genre:** Hack and Slash, Comedy
- ❖ **View:** 3D, First Person
- ❖ **Controls:** Gyroscope and Touch
- ❖ **Levels/Progression:** Time based progression

### 3.2. Story / Narrative

Your story content goes here.

When the game is focussed on a narrative structure, the detailed part can be moved into the Mechanics section or create a heading of its own as Branching / Linear Narratives.

Alternately, into a separate sheet and linked here.

Whatever the case be, the brief of the narrative (if it exists) shall go here.

### 3.3. Gameplay

(This is dependent on your personal definition of what constitutes as Gameplay and Game Mechanics)

What I usually list here is the overview of what the player can do in the game.

## 4. Game Elements

This is the section to describe in-game elements like Playable Characters, Non-Playable Characters, Obstacles, Weapons, Powerups. Use sub-sections for the same.

Provide a link to the art references while describing the same. To make things not look very textual, I personally prefer adding one of the references here (preferably an icon) and the rest of the references in the art section.

## 5. Mechanics

(This is dependent on your personal definition of what constitutes as Gameplay and Game Mechanics)

This is the core of everything. This incorporates the rules, the actions, the consequences, the control, the flow, etc and binds the whole thing together.

A lot of sub-sections would be added here as per the scope of the game.

### 5.1. Controls

Jot down all the controls of your game here. Include a diagram if there are too many key / combos of the same.

## 5.2. HUD

The HUD (Heads Up Display) content can be defined here. Are they click-able? Are they mere counters? Etc can go here. The visuals and style can be dealt with in the art section, with an internal hyperlink provided here.

## 5.3. Economy

If the game is heavy on resource management and economy, then can move it to its own independent section.

Personal preference is to have the economy balancing done in a google sheet and linked here.

## 5.4. Scoring

This section deals about the scoring mechanics of the player. Star ratings, balancing etc can go here. Personal preference is to the same done in a google sheet and linked here if it is a larger chunk of data.

# 6. Level Design

This can be text based or drawn or created in image editing softwares along with textual details.

Personally prefer this to be a separate doc in itself and be hyperlinked here if the extent of level design is on the higher side for the game.

Even in the separate document, maintain the same formatting style where each level can be broken into its own sections.

# 7. Game Flow

This is where the player begins the game in (i.e. the menu). From here, you take the player through the whole journey. This is a brief flow of the game and not the in-depth level flow. (In-depth level flows are taken care in the level design / mechanics section of the document)

This will deal more with things such as:

Has player completed Level X?

Yes / No?

If No,

Continue level X.

If Yes,

Is this the final level?

Yes / No?

If No,

Continue next level.

If Yes,  
Show game end screen.

The above shall be showcased in the form of a flow chart and not as text to make it easier for the team to understand the flow and the checks.

## 8. Heading 1

Content here

### 8.1. Heading 2

Content here

#### 8.1.1. Heading 3

Content here

##### 8.1.1.1. Heading 4

Content here

##### 8.1.1.1.1. Heading 5

Content here

##### 8.1.1.1.1.1. Heading 6

Content here

The above depicts the formatting style that is recommended.

## 9. Art

This section talks about the theme and setting of the game. Contributors shall be designers initially with references, and later on update the section with the concept art and other relevant art.

Can be moved into a separate doc. Or link to drive where reference images can be added. Broken down to Environment, Props, Characters, Weapons, Powerups, Obstacles/Enemies, etc.

Asset Requirements are to be initially created by designer and later followed up by the art team. (Add link to the excel sheet). Provide naming conventions here if you are specific about it. Some organizations usually have their own naming convention standards to follow.

When moodboards get ready, you may choose to provide a link to the same here.

## 9.1. Mock Screens

These are diagrammatic representations of the UI screen that you would want the game to have. You can use [draw.io](https://draw.io) for the same as it is linked to Google Drive and providing a link here should also update any changes you might have made in draw.io diagrams.

## 10. Sound

Talk about the feel you want for the game. Provide some reference links here or in drive if you have the sound files and link it here.

(The following can be made into an excel sheet if the count exceeds)

| Filename  | Notes                     | Duration (MM:SS) | Loopable (Y/N) |
|-----------|---------------------------|------------------|----------------|
| MUSIC_BG  | One that depicts darkness | 01:00            | Y              |
| SFX_Slash | When enemy hurts the hero | 00:02            | N              |

## 11. TDD

The Technical Design Document need not be a part of the GDD. But for reference purposes and to have a one-stop destination, it can be added as a link here.

## 12. Data tracking

List down the data that you need to track from a game design standpoint.

Tracking data is process intensive and could interfere with the performance of the game. So ensure that the data you are requesting for is meaningful and relevant and can be used to enhance the game / learn where is the pitfall.

## 13. Target Audience & Platform

This game/feature can comply with a rating of [Rated 9+](#) for iOS platform and a ESRB rating of [Everyone 10+](#) or similar for Android platform. You can choose the rating methodology adopted by the platform you are creating the game for. Primary target audience can also go here. Primary target audience is the group you are making the game for and not necessarily the audience coverage.

--Fin--