[SYSTEM TITLE]

DESIGN DOCUMENT

Contents

Introduction

Summary

Give a 1 to 2 sentence explanation of your game. Use specifics like genre, mechanics, and player experiences.

Genre

List the genres and subgenres that are core to your game.

Theme

List the themes and subthemes that are core to your game.

Player Experience

List the core experience you want players to have when playing your game.

Target Audience

List the core audience that your game will appeal to.

Inspiration

List out other game systems that you're pulling inspiration from. List the specific point/s of inspiration from the game systems.

Overview

Gameplay Overview

Give 1 or 2 sentences describing the fundamental gameplay of your game.

Primary Mechanics

List the mechanics that are fundamental to your game's system.

Secondary Mechanics

List impactful mechanics that support your game but are not required by the system.

Goals

Tone and Feel

Give a brief explanation of the desired tone and feel of the game.

Art

Design

Describe the style of art. Include reference images for the art style you picture with your game.

Timeline

List out the steps to be completed up to and including publishing the finished game.

#	Assignment	Category	Status	Due By*	Notes
1	Game Design Document	Design ▾	Planned ▾		
2	Core Mechanics	Mechanics ▾	Planned ▾		This assignment is likely to involve the most revisions and revisits throughout development.
3	Secondary Mechanics	Mechanics ▾	Planned ▾		This assignment is likely to take the longest time to complete as it includes all secondary mechanics to your core few mechanics.
4	Game Text	Writing ▾	Planned ▾		
5	Game Text Editing	Editing ▾	Planned ▾		
6	Art	Art ▾	Planned ▾		
7	Game Document Layout	Design ▾	Planned ▾		
8	Game Document Edit	Editing ▾	Planned ▾		
9	Publishing	Other ▾	Planned ▾		

The above serves as a guideline for maintaining target dates by laying out the process, start to finish, with the least amount of time waiting for previous steps to be completed. This is not an exhaustive list of tasks to complete, but a framework to help ensure effort is not prematurely spent on a task that is likely to change.

*Due By does not mean that an assignment is entirely complete, only that it is complete enough to move on to further steps without requiring massive reworks should anything change.

Additional Notes

List any additional notes you have when designing your game.