

Title

tagline: think “got milk”

Or Deus Ex “Trust no one. Question Everything”

Developed By:

Name: Role:

Last Updated:

Revision History:

Where all your major revisions go or if you have multiple visions of design docs at a given time. Ie if you go from single player to multiplayer record it here.

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Game Overview:

This should summarize and highlight in as brief as possible what your game is so that anyone who takes a look can easily understand what you set out to make:

Category

Similar Titles

Setting

Look

High Concept

Plot

Gameplay:

What should the player expect? Is it getting from point A to point B or is it more to solve X and Y to get Z? You don't have to dive into detail here, later sections can cover that.

Objectives

Game Progression and Play Flow

Mechanics:

Topics that should be covered if relevant to your game. It should be complete enough so that someone could make a clone of your game based on these descriptions alone.

Rules

Physics

Economy

Character Movement

Objects: How they interact with the player

Screen Flow

Game Options

Replaying and Saving

Story and Narrative:

Who is your character and what is their backstory? If you are making a puzzle game then you probably don't need this section but as soon as you add an avatar you do.

Backstory

Plot Elements

Story Progression

Game World:

Describe the general look and feel of your world. Are there different areas? How are they connected? How does your player get from point A to point B?

Characters and Opponents:

Describe the character creation process, NPCs or PCs, including enemies, classes, backstories and more.

Player Avatar

List of Characters + Backstories

What kind of AI is used?

Levels:

General Description of how each level is used, what skills are gained, and what objectives are there. Describe how the map evolves or is generated. Indicate where in the time line this level occurs, is it a training level or the final level? Can levels be replayed?

User Interface:

What is the visual system? What does your HUD look like?

HUD

Control System

Audio, Music, and Other Sounds

Game Art: Style Cohesion

Settings

Content Additions:

How can someone add new content to the game. Think potential mod support.

Feedback for the Player:

How can the player tell if they are doing well? How are they rewarded and can they be punished?

Data Collection for the Administrator:

What information is being stored and collected for the Administrator, and how can it be accessed. This is important for playtesting.

Deployment:

Describe anything that a person needs to run the game. Where is it deployed? What information is needed (NO PASSWORDS)? What systems can run this game? What are the minimum playable systems that can run it?

Development:

What does a developer need to know in order to continue to develop? What is the platform built on, where are the source code and assets found?