

The Game Design Documentation

Title: <Title of the Game>

- **Introduction**

In One Sentence

This is your pitch. This is your most important sentence and should sum up your game in a nutshell. Choose this sentence wisely. E.g. the pitch for the movie Alien was: Jaws on a spaceship.

Abstract

Short abstract. Here you write a short summary about what the game is about. Not too long, not too detailed. Keep it short, and to the point.

Target Audience

Who is your key-demographic. People tend to ignore this section for smaller hobby games, but knowing your audience will help guide the design in the right direction.

Platform

Hobbyists most often make games for the Windows platform.

Unique Selling Points

This section lists the reason people will play your game. You should have at a minimum 3, preferably 5. There must be some reason people will play your game over the competition.

- **Game Mechanics**

A game design document without a description of the core mechanics of the game is worth little. This is where you describe how actually to play the game, and what makes it fun and challenging.

Controls

How do you play the game.

Scoring

If any kind of reward system is in the game, describe it here.

Win and Lose Conditions

How do you win and how do you lose the game.

Level Design

In this section of the game design document describe each level of the game. How to complete it, sketches, etc.

- **Story**

The game story. This can be very long or very short depending on the game. If there is a background story, make sure to add a section on that as well.

Characters

Description and sketches of the characters. Any background story on the character as well should be written here.

- **Visual Style**

Description of the visual style. This section of the game design document is very important when the director is not the visual designer. Even when the same person, this section will be a great inspiration and motivator for the rest of the team, as well as help pitch the idea to any stakeholders.

The section should include visual references as well as concept art of locations, sketches etc.

Game screens

Sketches of all game screens.

Assets

A prioritized bulleted list of all graphical assets needed.

- **Audio Style**

The game design document also needs to describe the musical style of the game. This is usually the director who has a "vision" which the audio designer will try to realize.

- **Narrative and Dialog**

Assets

A prioritized bulleted list of all sound and music assets needed.

Example Games Design Document

Title: Shooting Gallery of Doom

- **Introduction**

In One Sentence

The object of 'Shooting Gallery of Doom' is to shoot as many targets as possible before time runs out.

Abstract

'Shooting Gallery of Doom' is a classic shooting gallery game that was popular during the early days of arcade and console games. It is the direct ancestor of slide shooters like Space Invaders.

The player scores points by shooting colored targets. The higher a target is, the faster it moves, and thus the more points the player gets for shooting it.

- **Game Flow**

-Title Screen is displayed until the user presses [SPACE].

Once the user presses [SPACE], he is taken to the Menu.

-Menu gives these choices :

Play Game : starts a game.

High Scores : shows the current high scores.

Exit : Ends the game.

-Play Game

The clock is set to 60 seconds, from which it counts down.

Targets randomly appear from the sides of the screen and move across it, finally disappearing off the other side of the screen.

The player object slides at the bottom of the screen, from where it can shoot bullets upward at the targets.

Once the time is up The game pauses for 3 seconds to allow the player to look at his final score.

If :

The player has a high score, he is taken to the High Score Entry Screen.

If not, he is taken back to the menu.

-High Scores

The High Scores are displayed until the user presses [SPACE].

-High Score Entry Screen

Allows the player to enter his name as three letters.

Once the player has entered his name and hits (End), he is taken to the High Scores Screen.

- **Scoring**

Red Target	100 points
Orange Target	50 points
Purple Target	25 points
Blue Target	10 points
Green Target	5 points

Remember, the higher the target, the faster it moves, and the more points it is worth.

- **Game Screens**

As these games screens are represented in a text file, they are not exact. However, they should give you a good idea of how the screens are laid out.

Title Screen

```
Shooting Gallery of Doom
  by
  Name here.
  Name here.
  Name here.
  Name here.
  Name here.
(Press Space)
```

Menu

```
Shooting Gallery of Doom

* Play Game
  High Scores
  Exit
```

Note : The * is the marker that shows which menu item will be selected when the user presses [ENTER].

High Scores

```
Shooting Gallery of Doom

High Scores

1. PLR : 100000
2. PLR : 100000
3. PLR : 10000
4. ETC, 10 total.
```

High Score Entry Screen

- **Graphics**

The graphics required for this game are included with this design document.

Player Object		Blue Target	
Bullet		Green Target	
		Orange Target	
		Purple Target	
		Red Target	