

GAME DESIGN DOCUMENT (GDD)

(YOUR PROJECT NAME HERE)



(Project image here)

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GAME CONCEPT & GENERAL

GENRE

2D, 3D, VR, AR, OTHER

SINGLE-PLAYER OR MULTIPLAYER

SCOPE OF GAME & LEVELS? WORD PARTIONING NEEDED?

HARDWARE REQUIREMENTS

PLATFORMS & DISTRIBUTION: PC, APPLE, IOS, ANDROID, XBOX, PLAYSTATION, ...

SOLO DEV OR TEAM? TEAM ROLES?

LANGUAGES

SOFTWARE NEEDED: GAME ENGINE, 3D, MUSIC, TEXTURING

GAME ENGINE

3D MODEL SOFTWARE

MUSIC SOFTWARE

TEXTURING SOFTWARE

EXTRA/OTHER SOFTWARE

VERSION CONTROL

GIT?

NETWORKING

SERVERS

OTHER

TIMELINE

GAME CONCEPT

GAME PROTOTYPING

GAME BLOCKOUT

LEVEL DESIGN

ALPHA

BETA

SOFT LAUNCH

RELEASE DATE

TARGET AUDIENCE

STORY

START/INTRIGUE

MAIN

PART 1

PART 2

PART 3

ENDING/PLOT

SEQUEL TEASER?

GAME MISSION

GAME FLOWCHART

BOSS FIGHTS

MAIN VILLAIN

NPCS

BOSS FIGHTS ENVIRONMENT

USER INTERFACE (UI)

COLOR SCHEME

HUD INGAME

MAIN MENU

OPTIONS MENU

PAUSE SCREEN

WIN SCREEN

LOSE SCREEN

INVENTORY

SCOREKEEPING

RANKINGS SCREEN

EXTRA UI

GAME RULES: HOW TO WIN / HOW TO LOSE

HOW TO WIN

WHAT HAPPENS WHEN THE PLAYER WINS

HOW TO LOSE

WHAT HAPPENS WHEN THE PLAYER LOSES

GENERAL GAME RULES

QUESTS

LEVEL DESIGN & GAME ART

ENVIRONMENT: TYPE OF LANDSCAPE / ROOMS

INTERACTABLE VS STATIC OBJECTS

2D/3D MODELS

DECALS

LEVELS: AMOUNT / DIFFERENT AREAS / TRAINING LEVEL

SKY ATMOSPHERE / WEATHER

SOUND DESIGN

MUSIC

AMBIENT AUDIO

SOUNDS EFFECTS

OTHER

PLAYER BOUNDS / BLOCKING VOLUMES

VISUAL REPRESENTATION OR BLOCKING VOLUMES

WHERE / LOCATION

PARTICLE EFFECTS / VFX

PARTICLE EFFECTS

VFX

OTHER EFFECTS

MARKETING

BUDGET

FREE MARKETING OPTIONS

PAID MARKETING OPTIONS

GAME/MARKETING RELEASE PLATFORMS

MARKETING FUNNEL

TRAILER

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FREE KEYS / PLAYERTESTERS?

PRICING MODEL

EVENTS & CONVENTIONS

RISK ANALYSIS

PRESS

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GAME DESIGN DOCUMENT

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OTHER

