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

## Platroms & Distribution: PC, Apple, IOS, Android, Xbox, Playstation, …

## Solo Dev or Team? Team Roles?

## Languages

# Game brainstorm notes

# 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

# Controls

## Control: input, keyboard, gamepad, controller, …

## Input / Keystrokes

|  |  |  |
| --- | --- | --- |
| Input Action | Keyboard / Mouse | Extra input? |
| Movement | W A S D |  |
| Turn/Look | Mouse |  |
| Jump | Space |  |
| Sprinting | Shift |  |
| Interact | E |  |
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# 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

# Mechanics

# Physics

# Player tutorial / help system

# Player Character

# Combat

# NPC’s / AI

# Boss fights

## Main Villain

## NPCS

## Boss Fights Environment

# Powerups

# Economy: Coins, Collectables, …

# Blueprints

# 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

# Cheat codes / Easter eggs

# 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

# Cinematics / Cutscenes / Splash screens

# Saving / Loading / Checkpoint system

# Testing & debugging

# Packaging frequency & Methods

# Marketing

## Budget

## Free Marketing options

## Paid Marketing options

## Game/Marketing Release Platforms

## Marketing Funnel

## Trailer

## Website

## Social media

## Community building

## Advantages vs competitors

## Free Keys / Playertesters?

## Pricing Model

## Events & Conventions

## Risk Analysis

## Press

# Legal / Licences / Royalties

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## Game Design Document

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## Other

# Notes