

GDD 325 Design Doc – Simple Version

Due Date: October 19

All items and details (dates, typo fixes...) subject to change – always check with instructors, and watch the deadlines for dropboxes in D2L (Learn@UW-Stout)

Overview

This is a minimal list of expectations. Doing the minimal will typically only get you a C
Things that get better grades: Completion of extras, getting ahead of schedule, exemplary execution...

Details

Design Document (*Updated Inception Document + Selected Game and Art Options + a little more*)

- **This document should be useful as a reference to answer questions about the game**
- **All the below should be short, quick, easy to read. Pictures/diagrams may be useful in many places.**
- Design Aspects:
 - Description of game
 - Elevator pitch
 - Plus short background/setting game and character story
 - Game **rules and mechanics** (*not code*)
 - What can the player do, how to win, how to lose, scoring,...
 - Game icon image
 - can change later, but should 'summarize the game and its desired look'
 - Number of 'levels' with written description of what happens in each
 - and why and how
 - Written description of video cut scenes
 - intro, between levels, ending(s), marketing trailer
 - Purpose of the game
 - What makes your game fun?
 - What will your game train/teach/give/offer to the player?
 - this should relate to client needs
- Development Aspects:
 - Game **Concept Art**
 - Colors, line styles, perspective, general theme/feel/appearance
 - Examples of various aspects of what WILL be used in the game
 - **should be able to use images here as reference material for game art**
 - Game naming conventions
 - programming style, directory structure, frameworks/libraries to use
 - List of software to be used
 - should match/update that listed in the team rules document
- Market Analysis
 - Who is your game for? Why will they play/buy your game? How does it meet the needs of your client?
 - Also include comparison analysis
 - What other games are like yours? How is yours similar? How is it different?

Turn-In

Turn in the document as a pdf