

# GDD 325 Design Doc – Simple Version

**Due Date: February 29**

*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