GDD 450 Design Doc – Simple Version

Due Date: October 19

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
    - 3 sizes → 1:1 = 200x200, 4:3 = 320x240, 16:9 = 400x225
    - 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 unique (uniquely fun)?
    - What will your game train/teach/give/offer to the player?
- 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?
  - 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