

Game Design Document

GAME TITLE

By Your Name

Phone Number

Email

Website (optional)

Class: Introduction to Game Design and Development

Instructor: Kamal Siegel

DATE HERE

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IV. GAMEPLAY ARC:

Create an outline that explains to the reader how the gameplay will be change from chapter to chapter and scene to scene in your game. In each scene identify at least one challenge the player will face, how the player must go about solving it and what gameplay mechanics the user employs to solve the challenge.

CHAPTER 1

SCENE 1 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 2 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 3 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

CHAPTER 2

SCENE 1 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 2 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 3 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

CHAPTER 3

SCENE 1 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 2 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 3 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

CHAPTER 4

SCENE 1 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

SCENE 2 (MECHANICS LEARNED)

CHALLENGE: -----

SOLUTION: -----

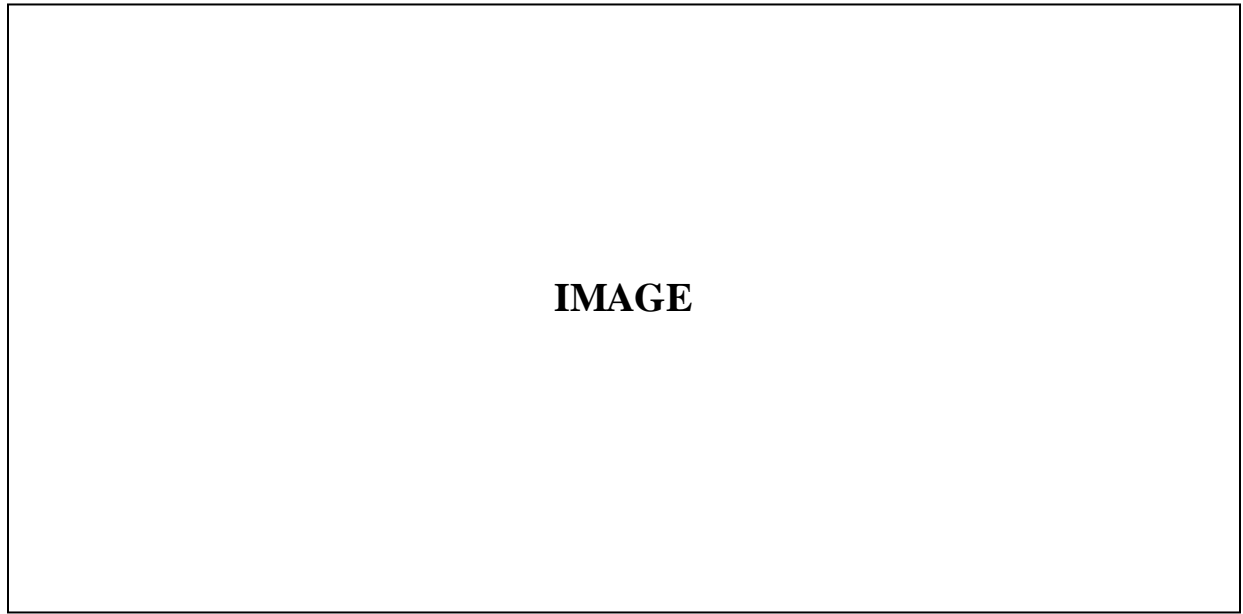
SCENE 3 (MECHANICS LEARNED)

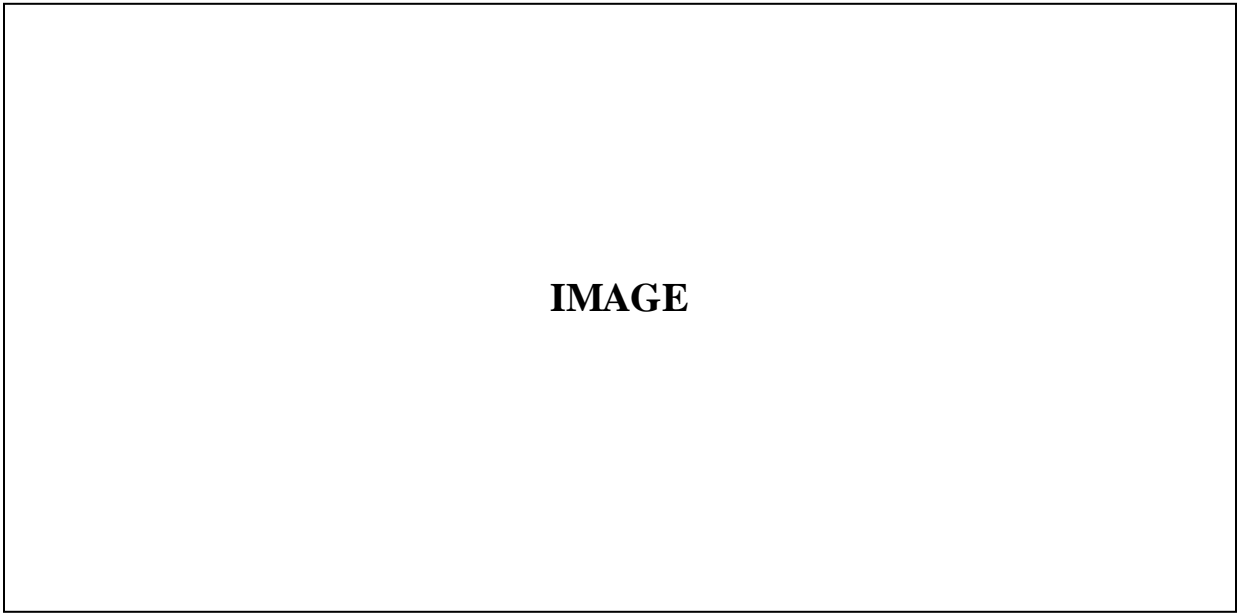
CHALLENGE: -----

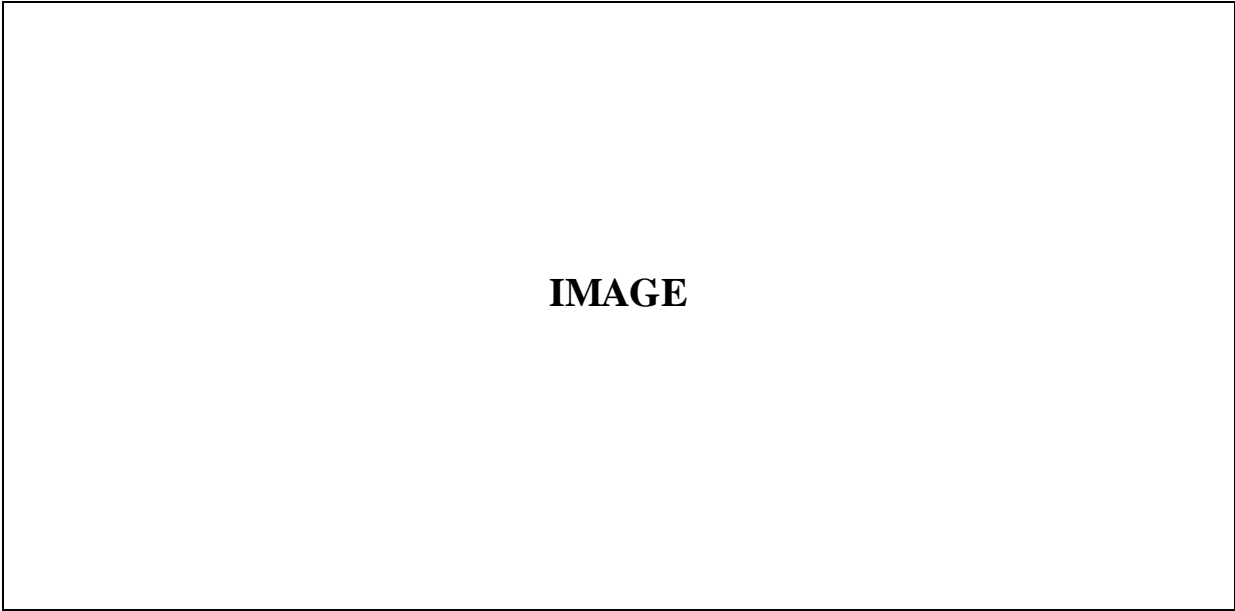
SOLUTION: -----

V. PLACE YOUR DIFFICULTY CHART HERE

(landscape orientation)

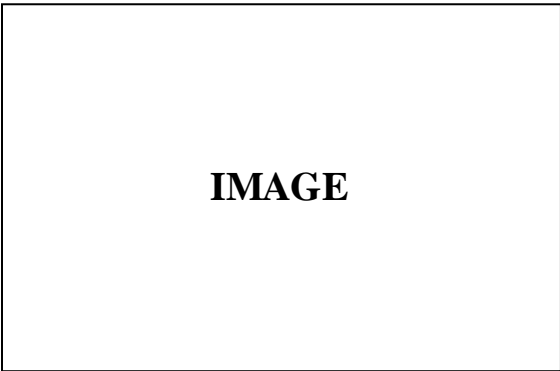
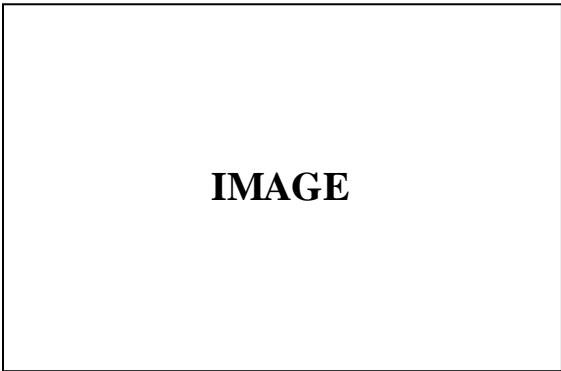
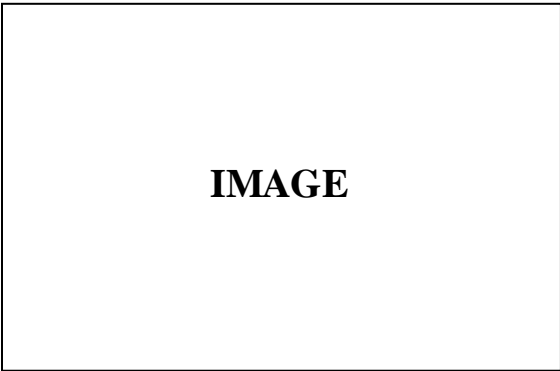
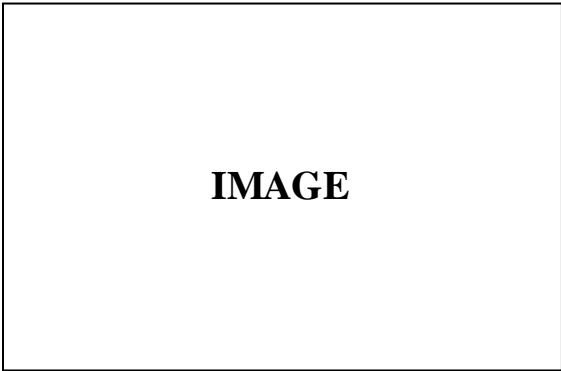


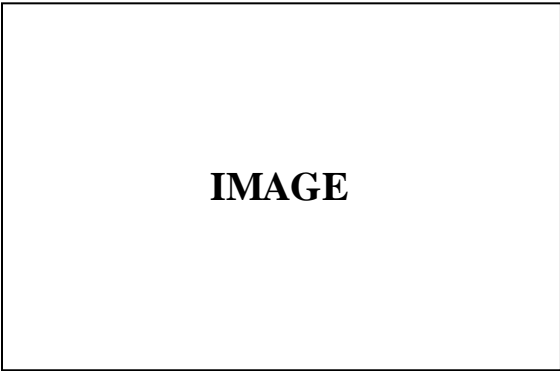
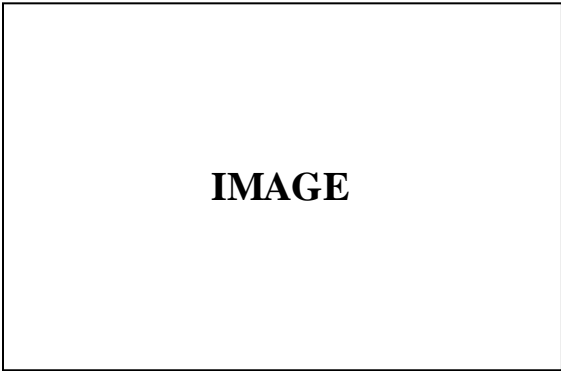




IX. GUI FLOW:

In words and images walk the user through the interface experience from turning the game on, to playing the game and finally to saving. A basic storyboard is advisable.





XII. MARKETING STRATEGY:

Explain here what your marketing strategy will be to make people aware of the game and hook them into buying it. How will you create a positive buzz? Will you tie in the shipping date to a popular movie that shares a common theme or genre? Your marketing strategy can be just as, if not more, important than your production strategy.

