

GAME DESIGN DOCUMENT

CORE CONCEPT

The core concept of your game is a simple statement that describes what the player will get to do and what playing the game will be like.

MAIN FEATURES

Whatever is important to your game goes here. Story, graphics, an unconventional style of play. This is where you give your concept more detail and could include:

- Story
- Visual style
- Interesting mechanics
- Unique selling points
- Design pillars

TARGET PLATFORM / AUDIENCE

- This section describes who the game is for.
- Bullets can often be clearer than paragraphs,
- Full sentences sometimes use too many words.

TIMELINE / DEVELOPMENT MILESTONES

When will the game be finished? What are the project's milestones? And who will be working on it?

- Target release date
- Development milestones
- Phases of work and the people involved

Game Design Document Example

Andrew Rollings, Dave Morris

Game Design Document Example:

Game Design Workshop Tracy Fullerton, 2008-02-08 Master the craft of game design so you can create that elusive combination of challenge competition and interaction that players seek This design workshop begins with an examination of the fundamental elements of game design then puts you to work in prototyping playtesting and redesigning your own games with exercises that teach essential design skills Workshop exercises require no background in programming or artwork releasing you from the intricacies of electronic game production so you can develop a working understanding of the essentials of game design *Game Design* Jim Thompson, Barnaby Berbank-Green, Nic Cusworth, 2007-03-09 Practical complete coverage of game design basics from design process to production This full color structured coursebook offers complete coverage of game design basics focusing on design rather than computer programming Packed with exercises assignments and step by step instructions it starts with an overview of design theory then progresses to design processes and concludes with coverage of design production Jim Thompson Barnaby Berbank Green and Nic Cusworth London UK are computer game designers and lecturers in animation and computer game design *Practical Game Design* Adam Kramarzewski, Ennio De Nucci, 2023-08-18 Arm yourself with the practical skills and cutting edge insights necessary to successfully design captivating games across a variety of genres and platforms with the help of this part color guide Key Features Master the skills processes and techniques essential for working in a professional setting Grasp the core principles and processes of level design world building and storytelling Design implement and refine high quality features and mechanics for contemporary video games Purchase of the print or Kindle book includes a free PDF eBook Book Description If you're in search of a cutting edge actionable guide to game design your quest ends here Immerse yourself in the fundamentals of game design with expert guidance from veterans with decades of game design experience across a variety of genres and platforms The second edition of this book remains dedicated to its original goal of helping you master the fundamentals of game design in a practical manner with the addition of some of the latest trends in game design and a whole lot of fresh real world examples from games of the current generation This update brings a new chapter on games as a service explaining the evolving role of the game designer and diving deeper into the design of games that are meant to be played forever From conceptualizing a game idea you'll gradually move on to devising a design plan and adapting solutions from existing games exploring the craft of producing original game mechanics and eliminating anticipated design risks through testing You'll then be introduced to level design interactive storytelling user experience and accessibility By the end of this game design book you'll have learned how to wrap up a game ahead of its release date work through the challenges of designing free to play games and games as a service and significantly improve their quality through iteration playtesting and polishing What you will learn Define the scope and structure of a game project Conceptualize a game idea and present it to others Design gameplay systems and communicate them clearly and thoroughly Build and validate engaging game mechanics

Design successful games as a service and prepare them for live operations Improve the quality of a game through playtesting and meticulous polishing Who this book is for Whether you are a student eager to design your very first game or a game designer looking to expand your skill set this book will help you master the fundamentals of game design across all stages of game development With a focus on best practices and a pragmatic approach Practical Game Design offers insights into the art and craft of game design from two senior game designers with insider knowledge that even veterans will find valuable While prior experience with game development is not absolutely necessary having basic knowledge of popular video games will prove helpful Game Design: Theory and Practice, Second Edition Richard Rouse III,2004-08-30 Both burgeoning game designers and devoted gamers should consider Game Design Theory Practice an essential read Computer Gaming World Ultimately in both theory and practice Rouse's Game Design bible gets the job done Let us pray Next Generation magazine In the second edition to the acclaimed Game Design Theory Practice designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project Detailed analysis of successful games is interwoven with concrete examples from Rouse's own experience This second edition thoroughly updates the popular original with new chapters and fully revised text Easy Robot Game Aaron Willhelm,2021-06-04 A game design document GDD is a software design document that serves as a blueprint from which your game is to be built It helps you define the scope of your game and sets the general direction for the project keeping the entire team on the same page This is a companion piece intended to accompany the Lazy Designer series There are two sections a sample planning document followed by a how it went discussion on the actual implementation Game Programming All in One Jonathan S. Harbour,2007 This book gives aspiring game programmers the skills that are needed to create professional quality games Using the cross platform Allegro game library you'll learn how to write complete games that will run on almost any operating system book cover Computer Games and Technical Communication Jennifer deWinter,Ryan M. Moeller,2016-05-23 Taking as its point of departure the fundamental observation that games are both technical and symbolic this collection investigates the multiple intersections between the study of computer games and the discipline of technical and professional writing Divided into five parts Computer Games and Technical Communication engages with questions related to workplace communities and gamic simulations industry documentation manuals gameplay and ethics training testing and number crunching and the work of games and gamifying work In that computer games rely on a complex combination of written verbal visual algorithmic audio and kinesthetic means to convey information technical and professional writing scholars are uniquely poised to investigate the intersection between the technical and symbolic aspects of the computer game complex The contributors to this volume bring to bear the analytic tools of the field to interpret the roles of communication production and consumption in this increasingly ubiquitous technical and symbolic medium

Game Architecture and Design Andrew Rollings,Dave Morris,2004 A guide to computer game design architecture and

management explores the application of design principles shares the experiences of game programmers and offers an overview of game development software **Game Design** Paul Schuytema,2007 The author teaches game design from concept to delivery through the creation of a sample game using a simple scripting language called Lua and a DX9 game shell Techniques covered are applicable across the PC and game console platforms Game design industry veterans reveal their secrets in sidebars throughout the book and techniques are illustrated with b w screen shots The accompanying CD ROM contains the demo game a 2D game engine Lua scripts and other tools **Game Development Business and Legal Guide** Ashley Salisbury,2003 From financing game development ventures to protecting intellectual property from negotiating contracts with publishers and employees to the landscape of licensing and distribution Game Development Business and Legal Guide will familiarize readers with crucial legal terms and concepts **The Game Production Handbook** Heather Maxwell Chandler,2006 Using a fictitious game project the book follows the project from concept to gold master Using this approach it teaches producers leads and studio managers the techniques and processes needed to develop games successfully **Audio for Games** Alexander Brandon,2005 Tired of video games in which the sound lags far behind the rest of the user s experience If so and if you re ready to do better you need this forward looking volume In these pages sound artist extraordinaire Alexander Brandon provides a broad ranging exploration of how game audio is created today and how it should be done in the future in order to create groundbreaking audio After providing a map of the audio development process in Chapter 1 Alexander discusses the basic preproduction workflow production post production and technology issues audio designers must address today Then after a post mortem analysis of the audio development process for a game that s currently on the market Alexander takes a good hard look at the heights to which video game audio can be taken in chapters on ideal workflow technology and production Throughout the focus is on the practical advice you need to create better and better sound **Game Design** Richard Rouse,2001 Richard Rouse explores gameplay one of the most important but least discussed elements of computer game design that makes a game compelling and entertaining He focusses in detail on such topics as game balancing storytelling non linearity player motivations input output artificial intelligence level design and playtesting included are in depth interviews with top game designers **Gameplay and Design** Kevin Oxland,2004 Covering the process of video game design this title builds up a set of techniques used by designers within the industry It explains how and why things are done the way they are and features first hand experiences examples and case studies from the creators of successful games such as Peter Molyneux s Black and White **Game Design** Marc Saltzman,2000 BradyGames Game Design Secrets of the Sages 2nd Edition Features More information about the console gaming market How multiplayer gameplay is affecting the industry More game and design theory with inspirations and insights from the experts Updated content on the newest hottest games **Introduction to the Game Industry** Michael E. Moore,Jennifer Sward,2007 This book gives you a complete overview of how to create and market electronic games You learn how the

process works from creating an idea for a game describing the game concept in production documents building game assets such as artwork game data and code to final packaging and marketing of the product Author Michael Moore provides comprehensive coverage of key game industry concepts such as the elements of gameplay interface design storytelling and the economics of producing a successful game back cover Dombrower's Art of Interactive Entertainment Design Eddie Dombrower,1998 Accompanying CD ROM has demonstration versions of the following games Dark reign the future of war HyperBlade a futuristic skating competition Interstate 76 an automotive combat scenario Zork nemesis Pitfall the Mayan adventure Time commando a battle against a computer virus which has invaded the military s top secret computer system Earthworm Jim a superhero earthworm must save the earth from Psy Crow Zork Grand Inquisitor escape underground from the Grand Inquisitor

Game Programming 5.0 Pearson Software,2002-05 Make Your Game Ideas A Reality Includes a unique digital library that consists of the best selling electronic books Tricks of the Windows Game Programming Gurus by Andre LeMothe and Game Design Secrets of the Sages Third Edition by gaming guru Marc Saltzman 3D GameStudio Standard 5 12 is the leading authoring system for 2D and 3D computer games Microsoft RM Visual C 6 0 Introductory Edition is a full featured compiler that gives users the power to create applications in an environment designed for easy viewing and manipulation of code This unique programming kit provides everything you need to create your own cool games 3D GameStudio Standard 5 12 combines a programming language with a high end 3D engine a 2D engine a C interface a map and model editor and huge libraries of 3D objects artwork and pre made games Microsoft RM Visual C 6 0 Introductory Edition includes a debugger and resource editor for easy editing of your code Microsoft RM DirectX RM 8 0 SDK provides the industry standard two dimensional and 3D graphical development API libraries to enhance your game project

Game Design Complete Patrick O'Luanagh,2006 Most books on game design and development treat the topic as if designers worked in a vacuum But in the real world game design almost always needs to work within the constraints of time money hardware and software limitations marketing issues sales potential and other challenges Anyone who views this as an opportunity rather than a problem can learn to create exciting and truly original titles that become highly successful The complete approach to game design is all about getting into the trenches and uncovering the real world constraints and issues and providing design solutions that really work This highly practical and informative guide shows that designing successful games involves critical factors such as how to design for licenses when a game is based on a film book or TV show how to design for technology that has significant limitations such as limited memory smaller displays and limited CPU capacity how to create designs that are compelling and really hook the player and how to spot and take advantage of key design trends that are leading the industry No other book like Game Design Complete brings together the amazing insight of today s top minds to cover topics like designing unique characters dealing with strange and challenging environments like Mars or the artic designing a game around famous people designing a game to stand out as a brand designing for different demographics

and much more Throughout the book is jam packed with design related war stories tips and techniques that really work

Ultimate Game Design: Building Game Worlds Tom Meigs, 2003-06-09 Discusses the foundations of game design and each stage of the development process and provides interviews with industry experts case studies and advice on getting into the gaming industry

Enjoying the Beat of Appearance: An Mental Symphony within **Game Design Document Example**

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