

## **Game Design Document Guide\***

This is NOT an exhaustive list, just meant to be a guide. You can also use/pull in categories from Fullerton as well. This is a “living” document so we know things will change between submission of the game design document and the submission of your proof of concept game. This exercise is to make sure you get thinking about your game’s design soon enough in the course that you can be successful.

**Name of game:**

**Game creators** (plus your roles, i.e. designer, story writer, programmer, sound, art, etc.):

**Elevator pitch:** One-two sentences that sums up your game.

**Overview of Game** (what kind of game, what genre, and what software will you use):

**Characters** (you can skip if you don’t have any, if you do have some, introduce them here, who are they, what are their roles, etc.?)

**Story/events** (what happens? – should be as brief as you can make it, as long as it also makes sense):

**Game mechanics/rules** (how do you win/lose? What happens/what are the rules? What is the goal of the game?):

**Game assets** (art, sound, animation, describe here):

See more detailed game design document approaches:

[https://www.gamasutra.com/blogs/LeandroGonzalez/20160726/277928/How\\_to\\_Write\\_a\\_Game\\_Design\\_Document.php](https://www.gamasutra.com/blogs/LeandroGonzalez/20160726/277928/How_to_Write_a_Game_Design_Document.php)

<https://docs.google.com/document/d/1ct5-qyUZC9cAKn-iLUgtOczDkERmPzNNwPLDfT9Hgjs/preview#heading=h.247b8039vfys>