

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 Sample

SA Adler



Game Design Document Sample:

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

Game Design 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

Write Your Way into Animation and Games Christy Marx, 2012-11-12 Launch your career in writing for video games or animation with the best tips tricks and tutorials from the Focal press catalog all at your fingertips Let our award winning writers and game developers show you how to generate ideas and create compelling storylines concepts and narratives for your next project *Write Your Way Into Animation and Games* provides invaluable information on getting into the game and animation industries You will benefit from decades of insider experience about the fields of animation and games with an emphasis on what you really need to know to start working as a writer Navigate the business aspects gain unique skills and develop the craft of writing specifically for animation and games Learn from the cream of the crop who have shared their knowledge and experience in these key Focal Press guides *Digital Storytelling Second Edition* by Carolyn Handler Miller *Animation Writing and Development* by Jean Ann Wright *Writing for Animation Comics and Games* by Christy Marx *Story and Simulations for Serious Games* by Nick Iuppa and Terry Borst *Writing for Multimedia and the Web Third Edition* by Timothy Garrand

Introducing HTML5 Game Development Jesse Freeman, 2012 Summary Step by step guide to creating a 2D game using Impact the JavaScript game framework that works with HTML5 s Canvas element

Level Up! The Guide to Great Video Game Design Scott Rogers, 2024-11-19 Want to design your own video games Let expert Scott Rogers show you how If you want to design and build cutting edge video games but aren t sure where to start then the THIRD EDITION of the acclaimed *Level Up* is for you Written by leading video game expert Scott Rogers who has designed for the hits *Pac Man World God of War Maximo* and *SpongeBob SquarePants* this updated edition provides clear and well thought out examples that forgo theoretical gobbledeygook with charmingly illustrated concepts and solutions based on years of professional experience *Level*

Up 3rd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas learn what perils and pitfalls await during a game s pre production production and post production stages and provide even more creative ideas to serve as fuel for your own projects including Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels the most precise controls and the fiercest foes that will keep your players challenged Creating games for console mobile and VR AR MR including detailed rules for game play design and controls Monetizing your game from the design up Play test your game to get the best feedback from your players Level Up 3rd Edition features all new content including two new chapters and even a brand new chili recipe making it the most indispensable guide for video game designers both in the field and the classroom *Java Game Development with LibGDX* Lee Stemkoski,2018-01-17 Learn to design and create video games using the Java programming language and the LibGDX software library Working through the examples in this book you will create 12 game prototypes in a variety of popular genres from collection based and shoot em up arcade games to side scrolling platformers and sword fighting adventure games With the flexibility provided by LibGDX specialized genres such as card games rhythm games and visual novels are also covered in this book Major updates in this edition include chapters covering advanced topics such as alternative sources of user input procedural content generation and advanced graphics Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added What You Will Learn Create 12 complete video game projects Master advanced Javaprogramming concepts including data structures encapsulation inheritance and algorithms in the context of game development Gain practical experience with game design topics including user interface design gameplay balancing and randomized content Integrate third party components into projects such as particle effects tilemaps and gamepad controllers Who This Book Is For The target audience has a desire to make video games and an introductory level knowledge of basic Java programming In particular the reader need only be familiar with variables conditional statements loops and be able to write methods to accomplish simple tasks and classes to store related data 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 *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 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 Developer's Guide to Computer Game Design John Scott

Lewinski,2000 A book CD ROM package on computer game design featuring interviews with 13 designers writers and other experts in the industry Walks through steps needed to get ideas on paper and offers an insider s view on how games come together Overviews different interactive writing and design software programs and discusses the newest game technology and what the future holds for both console and computer gaming systems The author is a computer game designer The CD ROM contains demo versions of games and software Annotation copyrighted by Book News Inc Portland OR *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 Video Game Design Revealed Guy W. Lecky-Thompson,2008 Whether you are a professional game developer working in an established studio or a creative thinker interested in trying your hand at game design Video Game Design Revealed will show you the steps and processes involved in bringing a video game from concept to completion Beginning with an overview of the history of video games and an examination of the elements of successful games the book breaks down the video game design process into its simplest elements and builds from there You ll learn how to take an idea and tweak it into a viable game based on the genre market game style and subject matter moving on to creating and organizing a timeline for the production of the game Once you ve mapped out your game production plan and gathered all the information you need you ll learn how to choose the development platform and other technologies that best suit the game you ve designed add sound and graphics and apply game mechanics such as whether the game will be single player or multiplayer and what levels and objects to add to your game to make it challenging and interesting Video Game Design Revealed concludes with guidelines on how to compose a proposal to be used to present your idea to the game industry as well as tips and information on how to find and contact game studios publishers and investors to help you make your game design a reality **Game Developer** ,2008 Game Developer's Marketplace Ben Sawyer,Alex Dunne,Tor Berg,1998 Provides basic background on different aspects of making games Seventeen chapters discuss the ins and outs of the industry and aspects of designing games financing getting a job console development creating game content dealing with software publishers marketing legal issues and resources for developer tools and programs The CD ROM contains tools such as the source code to Abuse demos from Animatek Goldwave IForce2 0 SDK Miles Sound System demos from RTime and RAD Open GL Sound Forge and a searchable database of industry resources Annotation copyrighted by Book News Inc Portland OR *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 *Interactive Writer's Handbook* Darryl Wimberley,Jon Samsel,1996 Get in the Game! Marc Mencher,2003 Learn from

industry insiders at Sony Pixar InfoGames Electronic Arts and Midway about how they got in the game Despite the fact that the games industry has now surpassed films in terms of size and revenues there is a dearth of information on how to get a job in the industry This book answers those questions **Inside Electronic Game Design** Arnie Katz,1996 Inside Electronic Game Design opens the secret world inhabited by designers of computer multimedia and video games Leading game designers are spotlighted and give insights into the concepts and dynamics of game making Would be game designers will learn how to professionally pursue a career in this booming industry **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 **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

Unveiling the Magic of Words: A Review of "**Game Design Document Sample**"

In some sort of defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their ability to kindle emotions, provoke contemplation, and ignite transformative change is really awe-inspiring. Enter the realm of "**Game Design Document Sample**," a mesmerizing literary masterpiece penned with a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve into the book's central themes, examine its distinctive writing style, and assess its profound affect on the souls of its readers.

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