

The Game Design Document(GDD) is a **FULL** description of a game. It's main purpose is to outline exactly what your game is, is not, and the resources you need to complete the game.

High Concept: We rehash the HC so that anyone on the team can view the GDD and have a clear understanding of what the general idea of the game is.

Target Audience: Again, a rehash so that team members don't put features in that are irrelevant to the game.

Game Overview: Need I say more...

Competitive Analysis: Compare your game to two other games of similar gameplay individually. How are they alike, different, and why you consumers will like yours over these games.

Object List: A full description of **every** object that will be in your game. This means: Players, towers, cameras, lights, etc. Background information for characters/enemies needs to be included.

Level List: Build a list of **every** level that will be in your game. Menus, win/lose, playable levels, credits, instruction etc. A general description of each level is required. Example:

Bunker: This level features fairly open terrain with one distinguishing building. You can enter from multiple sides and there are 2 floors. This building will be roughly centered, with players starting in the corners of the map.

Asset List: Generate a list of asset types for everything in the game, with the associated object. Example:

3D Models for Players (5) - Note (5) implies that there will 5 models

Texture for Splash screen(1)

Textures for Menu screen(3)

.wav for rifle firing sound

.midi(s) for background music(10)

Expertise: Explain what technical experience your team has and how this will enable you to complete your game "on time".

Project Timeline: A detailed description of the tasks you are going to attempt. I recommend doing day to day with two(2) hour blocks.

By Matthew E. Kelly

(Example from DigiPen Institute of Technology: Project F.U.N. Summer Workshop)

(<https://www.digipen.edu/>) & (<https://workshop.digipen.edu/>)

Police Fighter

Matthew E. Kelly

High Concept:

It's a 1st or 3rd Person shooting - crime fighting 3D game.

Target Audience:

Preteens, and anyone (Over the age of 5 or 10).

Game Overview:

Good Guys are Police & Bad Guys are Prisoners who blew up the jail & escaped to wreak havoc on the city & surrounding area. The chief of police calls the lone police man to stop the prisoner rampage from destroying the city. The lone police man must be clever to stop the prisoners.

Competitive Analysis:

Metroid- Shooting (same) & Shoot only bullets & throw grenades (P.F.) & Shoots any beam (M.) (different).

Brigades- Shooting & throw grenades (same) & only use two weapons in Police Fighter & use more than two weapons in Brigades.

Object List:

Gun (Add 10 Bullets), Grenade (Add 5 Grenades), Health Pack (Add 25HP), & Key

Level List:

Level 1- City, Level 2- Farm, Level 3- Coast, Level 4- Valley, & Multiplayer Level

Asset List:

Player	Bullet	Gun	Grenade	Health Pack	Key
Beginning Scene	Middle Scene	Ending Scene		Menu	Loop
Adv_1_Intro	RoscoeIntro	SBMenu1k	Yes No	Explosion4	Gun 1
RPGIntro	RPGMenu	BeachIntro	Alarm 1	Ah	BigDoor2Open
Police Fighter Voice Title	ChimeHi	Title	Game Over	Player Won Screen	
8 Models, 8 SFX, 8 Music, 3 Cut Scenes, & 3 Menus					

Expertise:

Experts on my team: an artist, a musician, story teller, & game testers.

Project Timeline:

Week 1: free time & modified engine of Flash Tag. Week 2: Monday: 10 A.M. – Noon City & Farm Art, 1 P.M. – 3 P.M.. Coast & Valley Art Art, 3 P.M. – 5 P.M. Convert into Skybox. Tuesday: 10 A.M. – Noon Multiplayer Art, 1 P.M. – 3 P.M. Cut Scenes (Beginning & Middle), 3 P.M. – 5 P.M. Models & Codes. Wednesday: 10 A.M. – 3 P.M. Codes & Items, 3 P.M. – 5 P.M. Testing & Playing. Thursday: 10 A.M. – 5 P.M. Codes & Arts, 5 P.M. – 6:30 Finishing up, Friday: 10 A.M. – 3 P.M. Finishing the game & put the Ending Scene with Chris & the Testers in the credits.

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This assignment is due Friday morning. I would prefer you submit electronically but paper is allowed. If you are using paper, please format nicely with good penmanship (write legibly). Here is a description of the assignment:

Game Name: This may be a working title not necessarily the final name.

Your Name: Obvious

High Concept: As described in class, this should be thirty words or less covering the high points of your game. No game play specifics are needed.

One Cool Thing: As described in class, this should reflect the one aspect of your game you are pushing.

Game Overview: One to two paragraphs giving a broader idea of the game than the high concept. Be wary of putting game play specific ideas as they may get cut.

Target Demographic: The audience you are hoping to target the most.

Expected Rating: This is a full ESRB rating, including descriptors for your game.

Note: Anything above E10+ will be highly scrutinized.

Project Timeline: A day to day description of what you are going to attempt to accomplish. This should include some time for play testing, but not required.

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Police Fighter

Matthew E. Kelly

High Concept:

It's a 1st or 3rd Person shooting - crime fighting 3D game.

One Cool Thing about this game is:

It throws grenades by pressing the X or Left Trigger button on the Xbox Controller.

Game Overview:

Good Guys are Police & Bad Guys are Prisoners who blew up the jail & escaped to wreak havoc on the city. The chief of police calls the lone police man to stop the prisoner rampage from destroying the city. The lone police man must be clever to stop the prisoners.

Target Demographic:

Preteens, and anyone (Over the age of 5 or 10).

Expected Rating:

Everyone or Everyone +10 (No blood, swearing, nudity, or exploding body parts.)

Project Timeline:

2 weeks- week 1 for free time & modified engine of Flash Tag.

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