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# Game design template

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## Summary

Describe your game in one sentence.

Then write one or two paragraphs summarising your game.

Add an image or video of your game here that demonstrates what the game is like.

## Core

This is the core of your game. Start by filling out these sections. Once filled out they should never change or change very little. Use them as a reference throughout development.

 Design pillars

 Game loops

 Player motivation and progression

## Features

These are the features in your game. They're game mechanics that apply throughout the whole of the game.

 Feature template

## Content

This is the content of your game. They're things that can change depending on where the player is at in the game. Depending on the type of game you're making you might not need all of these pages or they might look very different.

 Narrative summary

 Characters

 Level summaries

# Game Design Document Example

**Deborah Todd**



## 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

**Games, Design and Play** Colleen Macklin, John Sharp, 2016-05-19 The play focused step by step guide to creating great game designs This book offers a play focused process oriented approach for designing games people will love to play Drawing on a combined 35 years of design and teaching experience Colleen Macklin and John Sharp link the concepts and elements of play to the practical tasks of game design Using full color examples they reveal how real game designers think and work and illuminate the amazing expressive potential of great game design Focusing on practical details this book guides you from idea to prototype to playtest and fully realized design You ll walk through conceiving and creating a game s inner workings including its core actions themes and especially its play experience Step by step you ll assemble every component of your videogame creating practically every kind of play from cooperative to competitive from chance based to role playing and everything in between Macklin and Sharp believe that games are for everyone and game design is an exciting art form with a nearly unlimited array of styles forms and messages Cutting across traditional platform and genre boundaries they help you find inspiration wherever it exists Games Design and Play is for all game design students and for beginning to intermediate level game professionals especially independent game designers Bridging the gaps between imagination and production it will help you craft outstanding designs for incredible play experiences Coverage includes Understanding core elements of play design actions goals rules objects playspace and players Mastering tools such as constraint interaction goals challenges strategy chance decision storytelling and context Comparing types of play and player experiences Considering the demands videogames make on players Establishing a game s design values Creating design documents schematics and tracking spreadsheets Collaborating in teams on a shared design vision Brainstorming and conceptualizing designs Using prototypes to realize and playtest designs Improving designs by making the most of playtesting feedback Knowing when a design is ready for production Learning the rules so you can break them

**Game Design Theory** Keith Burgun, 2012-08-13 Despite the proliferation of video games in the twenty first century the theory of game design is largely underdeveloped leaving designers on their own to understand what games really are Helping you produce better games Game Design Theory A New Philosophy for Understanding Games presents a bold new path for analyzing and designing games

**Game Design** Deborah Todd, 2007-02-23 This book takes a real world in depth journey through the game design process from the initial blue sky sessions to pitching for a green light The author discusses the

decision and brainstorming phase character development and story wrap creation of content and context outlines  
flowcharting game play and creating design documents Special fe

**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

**Game Design Essentials** Briar Lee Mitchell, 2012-03-05 An easy to follow primer on the fundamentals of digital game design The quickly evolving mobile market is spurring digital game creation into the stratosphere with revenue from games exceeding that of the film industry With this guide to the basics you ll get in on the game of digital game design while you learn the skills required for storyboarding character creation environment creation level design programming and testing Teaches basic skill sets in the context of current systems genres and game play styles Demonstrates how to design for different sectors within gaming including console PC handheld and mobile Explores low poly modeling for game play Addresses character and prop animation lighting and rendering and environment design Discusses the path from concept to product including pre and post production Includes real world scenarios and interviews with key studio and industry professionals With Game Design Essentials you ll benefit from a general but thorough overview of the core art and technology fundamentals of digital game design for the 21st century

*The Cores of Game Design* Yvens R. Serpa, 2024-10-15 This book considers the four essential cores of game design Mechanics the interactive elements that allow players to be part and interact with the game itself Economy the resources and numerical concepts that will enable players to evaluate and consider the options in the game creating strategy risk and fun Narrative the textual features that enable players to create and generate meaning for the game and its parts and the Aesthetics the audiovisual elements that allow players to experience the game through their senses and feelings This book discusses all four essential cores and how to design games by using each one as a starting point It also discusses how each one is connected and can be understood as a valuable tool to elevate a game s design It follows a practical approach to how we can implement the game design and development process by being prototype focused user centred and lean This book will be of great interest to students indie game developers and aspiring early career designers looking to hone their game design craft

**Game Design Foundations** Roger Pedersen, 2009-06-23 *Game Design Tools* Diego Ricchiuti, 2022-12-30 This book provides a series of transdisciplinary tools to help game designers improve their design pipeline and design output Using approaches from psychology anthropology and sociology it offers practical tools for all the main aspects of game design from conception

through to testing Drawing on game design theory the book looks at the relationship between game design and other disciplines to create a toolbox of modern tools for game designers It covers archetypes praxeology behavioural game design and emotional game design Covering a wide breadth of content the book includes chapters on Documentation Production Evaluation Analysis and Marketing tools This book will be of great interest to students on game design courses as well as early career game designers and those looking to break into the industry It will also be of interest to more experienced game designers looking for new game design tools

Writing Successful Undergraduate Dissertations in Games Development and Computer Science Thomas Hainey,Gavin Baxter,2022-11-23 Writing a dissertation in the final year at university can be a highly daunting task for any student but particularly if the degree is practically oriented and implementation based This book provides an accessible concise guide to producing a dissertation in computer science software engineering or games development degrees with research projects typically involving design implementation testing and evaluation Drawing on the authors extensive knowledge and experience of supervising dissertation students the book offers a step by step guide to the key areas of writing a dissertation alongside real life examples Chapters cover Producing literature reviews Formulating research questions Understanding epistemologies Selecting methodologies and research methods Software development life cycle methodologies Evaluation statistical analysis and formulating conclusions Working methodically through the different stages of writing a dissertation this is an essential comprehensive guide for all students producing any form of dissertation in computer science software engineering or games development

### **Mastering Unity Game Development with C#**

Mohamed Essam,2024-07-05 Transform your game development journey with Unity 2022 by structuring projects optimizing code and designing engaging mechanics and learn all these from a Unity expert with a proven track record of building games with over 20 million downloads Key Features Progress from basics to advanced Unity techniques effortlessly Write clean efficient C code to deliver seamless and engaging gameplay experiences Craft captivating game mechanics and optimize the UI to develop standout games Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionDo you want to level up your Unity game development skills Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and captivating gameplay Written by a highly experienced Unity developer this book emphasizes project organization clean C code and Unity plugins including the new Input System and Cinemachine Mastering Unity Game Development with C shows you how to structure projects effectively write clean and modular code utilize the power of Unity plugins and design engaging game mechanics You ll also understand how to optimize user interfaces for a seamless player experience manage game data efficiently contribute to existing code bases integrate third party assets and APIs and apply optimization techniques to enhance game performance By the end of this book you ll have acquired the knowledge and skills that will empower you to create efficient and engaging games What you will learn Structure projects and break down game design into manageable systems Utilize Unity plugins such as the new Input System

and Cinemachine Contribute effectively to existing code bases in Unity with C Optimize user interfaces using C for a seamless player experience Manage game data efficiently in Unity with C Enrich your game with third party assets and APIs using C Who this book is for This book is designed for game developers professional gamers and game development enthusiasts who have prior experience with Unity and are comfortable with C programming If you have a basic understanding of Unity s core functionalities such as creating scenes scripting and manipulating objects this book will help you gain the skills needed to master Unity game development

*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 gobbledygook 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

**Fundamentals of Game**

**Development** Heather Chandler,Rafael Chandler,2011-08-24 What is a game The game industry Roles on the team Teams Effective communication Game production overview Game concept Characters setting and story Game requirements Game plan Production cycle Voiceover and music Localization Testing and code releasing Marketing and public relations

**Triadic Game Design** Casper Harteveld,2011-02-26 Many designers policy makers teachers and other practitioners are beginning to understand the usefulness of using digital games beyond entertainment Games have been developed for teaching recruiting and to collect data to improve search engines This book examines the fundamentals of designing any game with a serious purpose and provides a way of thinking on how to design one successfully The reader will be introduced to a design philosophy called Triadic Game Design a theory that all games involve three worlds the worlds of Reality Meaning and Play Each world is affiliated with aspects A balance needs to be found within and between the three worlds Such a balance is difficult to achieve during the design many tensions will arise forcing designers to make trade offs To deal with these tensions and to ensure that the right decisions are made to create a harmonic game a frame of reference is needed This

is what Triadic Game Design offers

**Players Making Decisions** Zack Hiwiler, 2015-12-09 Game designers today are expected to have an arsenal of multi disciplinary skills at their disposal in the fields of art and design computer programming psychology economics composition education mythology and the list goes on How do you distill a vast universe down to a few salient points Players Making Decisions brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions It is the decision to move right or left to pass versus shoot or to develop one s own strategy that makes the game enjoyable to the player As a game designer you are never entirely certain of who your audience will be but you can enter their world and offer a state of focus and concentration on a task that is intrinsically rewarding This detailed and easy to follow guide to game design is for both digital and analog game designers alike and some of its features include A clear introduction to the discipline of game design how game development teams work and the game development process Full details on prototyping and playtesting from paper prototypes to intellectual property protection issues A detailed discussion of cognitive biases and human decision making as it pertains to games Thorough coverage of key game elements with practical discussions of game mechanics dynamics and aesthetics Practical coverage of using simulation tools to decode the magic of game balance A full section on the game design business and how to create a sustainable lifestyle within it

**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

**Games for Health** Ben Schouten, Stephen Fedtke, Tilde Bekker, Marlies Schijven, Alex Gekker, 2013-10-16 Founded in 2004 the Games for Health Project supports community knowledge and business development efforts to use cutting edge games and game technologies to improve health and health care The Games for Health Conference brings together researchers medical professionals and game developers to share information about the impact of games playful interaction and game technologies on health health care and policy Over two days more than 400 attendees participate in over 60 sessions provided by an international array of 80 speakers cutting across a wide range of activities in health and health care Topics include exergaming physical therapy disease management health behavior change biofeedback rehab epidemiology training cognitive health nutrition and health education

**Game Development and Production** Erik Bethke, 2003 A handbook for game development with coverage of both team management topics such as task tracking and creating the technical design document and outsourcing strategies for contents such as motion capture and voice over talent It covers various aspects of game development



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