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# Game design template

by Rosa Carbo-Mascarell | [Twitter](#) | [TikTok](#)

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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

**Clifford Lane**



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