UNSEEN GALAXY

Game Design Document

What is it?

Think of this as your master plan for your game. The Game Design Document (or GDD) is the perfect place to put all your ideas together as a team so that you all know what it is you're working to. Keep updating your GDD throughout development. It's a great idea to keep it available to your whole team so that you can keep updating as you go. Make sure to save your GDD somewhere everyone can access it, as it's best to keep constantly updating it as your ideas grow and change.

Who is on your team?

- Producer - Helping everyone to stay on task and stick to the deadline.
- Game Designer - Deciding what a game will look and feel like to play.
- Concept Artist - Creating the first look at a game.
- Artist (2D/3D) - Making and updating models for everything in a game.
- Audio/Sound Designer - Creating sounds and soundtracks.
- Programmer - Making the game work.
- QA - Testing and reporting on bugs.
- Marketing/Social Media Manager - Sell/advertise a game to your audience.

The basics

Game genre: (platformer, FPS, RTS etc.)
Theme/style: (What will the world look and feel like? Is there a particular game or movie that inspired your vision?)
Target audience: (Who are you making this game for? Young/older people, men/women etc.)
Beginning concepts: (include the first look at your game. Show us concept art along with the basic description of your game world or gameplay.)

Goals

What is it you want to achieve with this game? Engaging couch co-op? Single-player fun? Tell us what you want to do in as much detail as you can! But remember to keep your game simple.

Story

If your game has one, this is the place to tell us about it. Remember, you won't have time to create the next epic sandbox game or story experience. Plenty of games have little to no story, so if you can't think of anything or don't have the time to include it, that's fine.

Characters

Show us your characters. Are they your player character, NPCs or enemies? Tell us about them if you can and show us your concept art.

Setting

Where is your game set, and why? Give as much detail as possible about your location, time period and anything else you think might be necessary.

Game Assets

These are things like items, power-ups, and weapons, all of the objects in the game. Anything that isn't character or location goes here.

Gameplay

This doesn't have to include every idea or mechanic you plan to include. Just give a rough idea of what you want your gameplay to look like.

Core loop

What is your moment-to-moment gameplay? The core loop is where you explain what the players will be doing for most of your game. In a game like 'Mario Odyssey,' the gameplay loop includes exploration, platforming and collecting stars. Tell us what this should look like and how the players should feel and interact with it.

Levels

What will your levels include? How will the player get from start to finish? What do you intend for them to see/interact with during this time?

Final Tips

- Remember how much time you have. If you're worried about not making a deadline or struggling to complete a particular part of development, then simplify. You can always add more detail later on.
- Keep updating. Your GDD should constantly be changing as you and your team think about and change what needs to be done. The more everybody contributes, the better.
- If you think of something that isn't covered in one of these topics, then make your own. Include as much information as you can.
- Don't be afraid to go off plan or completely abandon your plan. Sometimes something just doesn't work, and you need to start again. That's normal!
- Excellent resources are available online, including GDD templates and Game Maker's Toolkit.
- Make sure that everyone has access to your GDD. A good design document is completed by the entire team working together.