

IC3OLATION

Game Design Document

GENERAL GAMEPLAY

Concept

The player must control one of the last survivors of an arctic research facility after some sort of disaster killed most everyone else, and left it crawling with enemies. They must solve puzzles in order to save the seeming only other survivor and escape.

Logline

Elliot Sherman wakes up in an arctic facility with no memory of why or what happened. He finds it inhabited by mutated animal test subjects, and he must team with a mysterious robot in order to escape.

Key Features

Puzzle solving. (Resource Management?) Combat.

Player Experience

Mysterious, creepy, dangerous.

A qualitative description of the emotions, motivations, successes, failures, and overall impact your game will generate for players.

Mood

Dark, moody, eerie, mysterious.

Audience

Horror game fans, puzzle game fans, pixel art fans.

Core Mechanics

Puzzle solving (Unlocking doors, and getting past blockages) (Resource management? Getting power cells for robot) Combat (fighting off mutant animals)

Elevator Pitch

A man wakes up in an arctic facility with no memory of what happened. He has to escape these mutant animals with the help of a robot.

TECHNICAL

Platform

The hardware your game will run on and why you've chosen it. Options include: PC, mobile, and various consoles.

Engine

The software you'll use to build and run your game, and why you've chosen it. Options include: Unity, Unreal, Game Maker Studio, Twine, Godot, RPG maker, HTML5, etc. Also note the exact version of your software, and describe how patches have affected the game over the course of development.

Saved Data

General listing of data saved locally versus any data saved on a server.

Revenue Model

The system and method of payment players will use to purchase your game. Describe the technical aspects of collecting payment, as well as any impacts your model will have on gameplay.

ART

Visual Aesthetic

A written description of the visual style you are trying to achieve in your game.

Aesthetic References

A collection of images gathered during research that, in aggregate, evoke the visual style of your game as described in the section above. Pinterest.com is a good tool for this section, and you can add a link to a shared board here.

Concept Art

Design sketches of the primary characters, enemies, and environments in your game.

Font Guide

Names of any fonts used in your game, with examples and written justifications.

Color Specifications

Specifications of key colors used in User Interface or other key icons within your game including, possibly, CMYK and RGB values.

User Interface (UI) Atlas

A description of your user interface focused on how your player will use it to navigate the game world. Include images in this section of key design elements and objects from your UI.

SOUND

Audio Aesthetic

A written description of the audio style you are trying to achieve in your game.

Audio References

A track list of songs that evoke the design, narrative, or experience of your game, as well as a list of games or films whose sound design is influential to your project.

Music

A description and track list of the original music in your game.

NARRATIVE

Plot Overview

A beat by beat description of the story in your game, including a timeline if necessary. For some games, it will be beneficial to draw out a chart with the rising action, climax, and denouement of your narrative.

Player Characters

Images and descriptions of the main characters in your game.

Other Key Characters

Images and descriptions of other characters who populate your game world.

PRODUCTION

Team Roster

A list of your team members and their responsibilities on the project. If your team is large enough, divide the list into departments and add a reporting hierarchy. Add a brief bio of each team member, including their history on the project.

Development Timeline

A task list with dates of hard deadlines for specific features in your game. Many studios use online project management software such as Trello or HacknPlan to manage their development timeline.

Budget

A spreadsheet of costs and revenues. Balance this monthly to reflect the current finances of the project.

Changelog

Make notes here on any major changes in the game design document itself. Provide links out to older versions for the sake of posterity.

Archived Features

Features, narrative, or any other material your team has removed from the current version of the game. This material often shows up in future games, including expansions and sequels.