

Game Design & Development III
CGR 255
Professor Morrison
Game Design Document

The Game Design Document-This is summing up your work on pre-production. This document should detail everything in great depth. The following features in the GDD will become the requirements on which your technical plan is made. Combined they will form your project plan. The GDD should be updated regularly in a format most accessible for your team (web site vs. doc file on network/paper discuss savings time etc). The updated information will house all the necessary components to experiencing the game. In creating the GDD don't forget who your audience is, "who is reading this?" several versions may be created pending on who you are pitching it to.

Section Description	Check off
Section 1- Title Page & Copyrights	
Section 2- Table of Contents	
Section 3- Production Mission Statement	
Section 4- Team Mission Statement	
Section 5- Game Concept Overview-	
Section 6- Game Story-	
Section 7- Product Flowchart- 7 levels	
Section 8- Game Play Flowchart – 7 levels	
Section 9- Game Interface- all aspects illustrated	
Section 10- Game Play Overview -	
Section 11- Player Character- 5 major 8 minor	
Section 12- Game World Design- 7 levels	
Section 13- Game World Mechanics	
Section 14- Engine Overview-	
Section 15- Production Schedule - full Gantt	
Section 16- Software usage & knowledge-	
Section 17- Art Bible-complete separate	
Section 18- Team page	
Section 19- Producer's note	
Section 20- Web Page	
Section 21- Soundtrack and sounds	

For more in depth description on each section read the Mencher book pages- 53-62. Any questions please either email me or ask in class.