**<Your Game Name Here>**

<Your Company Logo Here>

<Your name here>

# **Instructions for completing this document**: During the Level 2 and Level 3 Games, Animation & VFX course you will design, produce and publish a 3D game. The game will be made using Unity, Maya and Photoshop (we’ll teach you all of the skills you’ll need).

This document is a working document and should be used to record your ideas and enable others to fully understand your vision for the game. You can continue working on this document when the course starts – giving you a head start over others.

You may edit this document in any way you see fit. The sections below are merely intended as a guide. There is no perfect way to layout a game design document. Instead you will be assessed on the clarity of your description and the creativity and thought behind your idea.

**Tips:** Don’t make your game too complicated – you will have to make it! Keep saving and backing up your work.

# **Overview**

## The elevator Pitch

<A one sentence pitch for your game.>

Pretend that you are pitching your game to an executive in an elevator. You have less than 30 Seconds.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

## Theme / Setting / Genre

 <Insert Theme here>

 <What type of game is it?>

<Where is it set – describe?>

<What genre of game is it?>

## Core Gameplay Mechanics Brief

<What will the player do?>

 <Gameplay Mechanic #1>

 <Gameplay Mechanic #2>

 <Gameplay Mechanic #3>

 <Gameplay Mechanic #4>

## Targeted platforms

 <Example Platform #1 Here>

 <Example Platform #2 Here>

 <Example Platform #3 Here>

Explain why

## Monetization model (Brief/Document)

(How do you plan to monetize the game?)

<Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

## Project Scope

<Game Time Scale. How long will it take you to make, in hours?>

 Cost? (How much will it cost to make?)

Time Scale (How long will it take to make this game?)

<Team Size>

<Core Team>

- Team Member name?

 - What will he/she do?

 (List as many core team members as you need to)

<Licenses / Hardware / Other Costs>

**Influences (Brief)**

###  - <Influence #1>

 - <Medium> (Television, Games, Literature, Movies, etc.)

- Explain why this is an influence in 1 Paragraph or less/

Show an image. Explain how your game will be influenced.

###  - <Influence #2>

 - <Medium> (Television, Games, Literature, Movies, etc.)

- Explain why this is an influence in 1 Paragraph or less/

Show an image. Explain how your game will be influenced.

 - <Influence #3>

 - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

###  - <Influence #4>

 - <Medium> (Television, Games, Literature, Movies, etc.)

 - /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

# What sets this project apart from other games?

 - <Reason #1>

 - <Reason #2>

 - <Reason #3>

 - <Reason #4>

 - <etc.>

# **Story and Gameplay**

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

## Core Gameplay Mechanics (Detailed)

###  - <Core Gameplay Mechanic #1>

 - <Details>

 /Describe in 2 Paragraphs or less/

 - <How it works>

 /Describe in 2 Paragraphs or less/

###  - <Core Gameplay Mechanic #2>

 - <Details>

 /Describe in 2 Paragraphs or less/

 - <How it works>

 /Describe in 2 Paragraphs or less/

###  - <Core Gameplay Mechanic #3>

 - <Details>

 /Describe in 2 Paragraphs or less/

 - <How it works>

 /Describe in 2 Paragraphs or less/

###  - <Core Gameplay Mechanic #4>

 - <Details>

 /Describe in 2 Paragraphs or less/

 - <How it works>

 /Describe in 2 Paragraphs or less/

**Graphic style**

<Explain / show what your game will look like. >

# **Assets Needed**

<What assets will you need to make – think through every aspect of your game>

## - 2D

 - Textures

 - Environment Textures

- Logos

- HUD

 - Other

## - 3D

 - Characters List

 - Character #1

 - Character #2

 - Character #3

 - etc.

 - Environmental Art Lists

 - Example #1

 - Example #2

 - Example #3

 - etc.

## - Sound

 - Sound List (Ambient)

 - Outside

 - Level 1

 - Level 2

 - Level 3

 - etc.

 - Inside

 - Level 1

 - Level 2

 - Level 3

 - etc.

- Sound List (Player)

 - Character Movement Sound List

 - Example 1

 - Example 2

- etc.

 - Character Hit / Collision Sound list

- Example 1

 - Example 2

- etc.

 - Character on Injured / Death sound list

 - Example 1

 - Example 2

 - etc.

## - Code

 - Character Scripts (Player Pawn/Player Controller)

 - Ambient Scripts (Runs in the background)

 - Example

- NPC Scripts

 - Example

 - etc.

## - Animation

 - Environment Animations

 - Example

 - etc.

 - Character Animations

 - Player

- Example

- etc.

 - NPC

 - Example

 - etc.

# **Schedule and Milestones**

You are welcome to start his game now and work on it over summer. You will make this game.

###  - <Objective #1>

 - Time Scale / when complete?

 - Milestone 1

 - Milestone 2

 - Etc.

###  - <Objective #2> Minimum Viable Product (MVP)

 - Time Scale / when complete?

 - Milestone 1

 - Milestone 2

 - Etc.

###  - <Objective #3> Alpha version

 - Time Scale / when complete?

 - Milestone 1

 - Milestone 2

 - Etc.

###  - <Objective #4> Beta version

 - Time Scale / when complete?

 - Milestone 1

 - Milestone 2

 - Etc.

### - <Objective #5> Complete

 - Time Scale / when complete?