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Game Design Document Example

This game design document describes the details for a multi-platform touch based 2D puzzle game with novel mechanics and an original story and characters. The game plays like other

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match-3 games ...

How to Write a Game Design Document - Gamasutra

If you want to use this document, go to File-> Download or File-> Make a copy, then delete this page on your version.

<Your Game Name Here> <Your Company Logo Here> Revision: 0.0.1

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GDD Template Written by: Benjamin "HeadClot" Stanley Special thanks to Alec Markarian Otherwise this...

Game Design Document Template - Google Docs

Chris Taylor Game Design Document Sample: As the web site says, "for all of you who have ever wondered what they

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look like or need one for your own personal game project, check out Dungeon Siege creator Chris Taylor's example" Example Blank Design Document: This one is simple and to the point, not much detail but it will get you started. Game Design Document: Play with Fire. This document is specific to a Playstation game but provides a good

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use of visuals as it explains the creation

...

Examples and Samples of Game Design Documents « Karl Kapp

Here are a few more examples. An Ant's Life Design Document; Doom Bible (Design Doc) Al Lowe's game designs; Calling All Cars Game Design Document;

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Insecticide Game Design Document;
DeathWish Game Design Document;
Project Scarab Game Design Document;
Mark Baldwin's Game Design Document
Outline (template) Chris Taylor Game
Design Document (template)

SEGAN: GDD?! Game Design Document Examples

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Game design document example (Artwork credit: Stephane Wootha Richard) Agile game design documentation. Traditionally, GDDs have been detailed, 100+ page documents, which tried to explain every detail of the game up front. As the game development process became more agile, the approach to documentation

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evolved as well.

Game Design Document Template - Nuclino

Game Design Document Example by Chris Taylor. Back to Home. For all of you who have ever wondered what they look like or need one for your own personal game project, check out

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Dungeon Siege creator Chris Taylor's example: Chris Taylor Game Design Document Sample - (WORD Doc) ENJOY!

Chris Taylor Game Design Document Sample

The example Game Design Document was not finished during the timeframe of this thesis. For it was found during the

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research that the processes of designing a game, and writing a Game Design Document are iterative in nature, and need the effort of the whole development team to be completed.
Keywords: Game Design, Game Industry, Documentation

GUIDE TO WRITING A GAME DESIGN

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DOCUMENT

Concept art, for example, plays a vital role in the game design document. Storyboard art can help describe scenes or the feeling of the game. Once it's Built, Set the Deadlines

How to Create a Game Design Document | In-Depth Guide

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Here is a one-page game concept template-- a template for a high-level doc for sketching out your game's major parts -- and a longer, much more detailed game design doc template. I use both of these with my students in the game design program ; they also include some references from my game design book , but you don't need to have

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read that to use these.

Finished Game Design Document Examples? : gamedesign

Game Design Document(GDD) When anyone says that, "check in the design document", they basically refer to the Game Design Document (GDD).This document gives a detailed explanation

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of all of the game characters, the stages or levels, the game mechanics, the views and scenarios, the storyline, various menus and options implemented etc for the game.

Technical Design Document and Game Design Document ...

Introduction This game is about a story

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that a cat goes to fight against monsters to save his master, a princess of a country. This is a 3D action game on android mobile that can let players experience the fantasy world and save the princess. The player can also play with his friends in co-operative mode to complete the missions. This document covers the background of the game

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story.

Sample_Game_Design_Document.docx - Hong Kong Institute of ...

Sample Game Design Documents. Here are a few GDD's created by game industry pros: An Ant's Life by Ian Altgilbers et al. Play With Fire by Chris Bateman.

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Game Design Documents | The National STEM Video Game Challenge

Game Design Document Section 1 -
Game Overview 1.1 Game Title: Mortals
Meet the Undead 1.2 Game Genre:
Action/Adventure 1.3 Game Perspective:
Third person 1.4 Game Mode(s): Single

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player Multi player (optional) 1.5 Target Audience: Age 16-30 Fans of survival horror games 1.6 Core Idea:

Game Design Document - WordPress.com

A game design document sample is consist of images, graphs, charts, list of information relevant to each segment of

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development as well as clearly outline how they will all fit together and organized by the features will be in the game.

Game Design Document Templates - Sample Formats

Game Design Document Outline A game design document is the blueprint from

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which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of ...

Game Design Document Template -

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Computer Science

Design Documents. Remember Me (GBA RPG) Demo Documents, Assets and Soundtrack. Wasteland 2 Vision Document. Destiny and Halo UX/UI designs. The Chronicles of Spellborn artbook. Dirty Bomb (from Splash Damage) game design doc, art book and soundtrack. Azrael's Tear game design

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documents. Ninja Theory Documents.

Documents | Game Documents - About Game Design Documents

The game design document is a living document. As development progresses you'll find yourself revising your game design document every so often. You might add a some animations,

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environment ...

Professional Game Design Document by lhodgesdesign - Issuu

The Game Design Document (GDD) is the blueprint from which a computer or video game is to be built. As such, every single detail necessary to build the game must be addressed in the

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document (or support documents). If it's not in the document, then it probably won't be in the game. Below you will find an outline for a generic Game Design ...

Game Design Document Template - University of Michigan

This document is broken down into the following components: • Game Title •

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Platform • Genre • Summary • Game Features

The main goal of your 1 Page Pitch is to sell your idea to others. You need to convince your team that this is a great game worth making and your publisher needs to be persuaded that this is a worthy project to invest in.

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