GAME DESIGN DOCUMENT

CORE CONCEPT

The core concept of your game is a simple statement that describes what the player will get to do and what playing the game will be like.

MAIN FEATURES

Whatever is important to your game goes here. Story, graphics, an unconventional style of play. This is where you give your concept more detail and could include:

- Story
- Visual style
- Interesting mechanics
- Unique selling points
- Design pillars

TARGET PLATFORM / AUDIENCE

- This section describes who the game is for.
- Bullets can often be clearer than paragraphs.
- Full sentences sometimes use too many words.

TIMELINE / DEVELOPMENT MILESTONES

When will the game be finished? What are the project's milestones? And who will be working on it?

- Target release date
- Development milestones
- Phases of work and the people involved



Sample Game Design Document

S Nieto

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