# **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**

**N Noddings** 

**Sample Game Design Document:** 

Unveiling the Magic of Words: A Overview of "Sample Game Design Document"

In a world defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their capability to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "Sample Game Design Document," a mesmerizing literary masterpiece penned by a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve into the book is central themes, examine its distinctive writing style, and assess its profound affect the souls of its readers.

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