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# Game design template

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## Summary

Describe your game in one sentence.

Then write one or two paragraphs summarising your game.

Add an image or video of your game here that demonstrates what the game is like.

## Core

This is the core of your game. Start by filling out these sections. Once filled out they should never change or change very little. Use them as a reference throughout development.

 Design pillars

 Game loops

 Player motivation and progression

## Features

These are the features in your game. They're game mechanics that apply throughout the whole of the game.

 Feature template

## Content

This is the content of your game. They're things that can change depending on where the player is at in the game. Depending on the type of game you're making you might not need all of these pages or they might look very different.

 Narrative summary

 Characters

 Level summaries

# Sample Game Design Document

**Richard Rouse III**



## Sample Game Design Document:

**Game Design Workshop** Tracy Fullerton, 2008-02-08 Master the craft of game design so you can create that elusive combination of challenge competition and interaction that players seek This design workshop begins with an examination of the fundamental elements of game design then puts you to work in prototyping playtesting and redesigning your own games with exercises that teach essential design skills Workshop exercises require no background in programming or artwork releasing you from the intricacies of electronic game production so you can develop a working understanding of the essentials of game design

**Game Design** Jim Thompson, Barnaby Berbank-Green, Nic Cusworth, 2007-03-09 Practical complete coverage of game design basics from design process to production This full color structured coursebook offers complete coverage of game design basics focusing on design rather than computer programming Packed with exercises assignments and step by step instructions it starts with an overview of design theory then progresses to design processes and concludes with coverage of design production Jim Thompson Barnaby Berbank Green and Nic Cusworth London UK are computer game designers and lecturers in animation and computer game design

**Introducing HTML5 Game Development** Jesse Freeman, 2012 Summary Step by step guide to creating a 2D game using Impact the JavaScript game framework that works with HTML5 s Canvas element

*Game Design: Theory and Practice, Second Edition* Richard Rouse III, 2004-08-30 Both burgeoning game designers and devoted gamers should consider Game Design Theory Practice an essential read Computer Gaming World Ultimately in both theory and practice Rouse s Game Design bible gets the job done Let us pray Next Generation magazine In the second edition to the acclaimed Game Design Theory Practice designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project Detailed analysis of successful games is interwoven with concrete examples from Rouse s own experience This second edition thoroughly updates the popular original with new chapters and fully revised text

**Phaser.js Game Design Workbook** Stephen Gose, 2017-12-02 This is a different book format for game development unlike anything you have seen As I create a generic game in html5 using phaser js framework you develop your own game by simply following and translating my easy concepts into your own game design When you complete this workbook unlike other game development books you will have your own game not a game of the author s For example if you have never created an online game in html5 and JavaScript you might like to start with chapters 1 through 3 while a seasoned game developer might like chapters 4 8 11 and the appendix The workbook s appendix is a resource dictionary with all the open source free assets on the Internet Each chapter guides you in my decision design process <http://www.stephengose.com> you see why I am choosing various business and software results all of this in well commented source code so you can get it right away In summary you complete your own exciting game in your selected genre using the free open source Phaser JavaScript Gaming Framework and other JavaScript tools following this step by step workbook The power of the Phaser JavaScript Framework is

yours     Designing Games for Children Carla Fisher, 2014-12-03 When making games for kids it's tempting to simply wing it on the design. We were all children once, right? The reality is that adults are far removed from the cognitive changes and the motor skill challenges that are the hallmark of the developing child. Designing Games for Children helps you understand these developmental needs of children and how to effectively apply them to games. Whether you're a seasoned game designer, a children's media professional, or an instructor teaching the next generation of game designers, Designing Games for Children is the first book dedicated to service the specific needs of children's game designers. This is a hands-on manual of child psychology as it relates to game design and the common challenges designers face. Designing Games for Children is the definitive comprehensive guide to making great games for kids, featuring Guidelines and recommendations divided by the most common target audiences: babies and toddlers (0-2), preschoolers (3-5), early elementary students (6-8), and tweens (9-12). Approachable and actionable breakdown of child developmental psychology, including cognitive, physical, social, and emotional development, as it applies to game design. Game design insights and guidelines for all aspects of game production, from ideation to marketing.

**Andrew Rollings and Ernest Adams on Game Design** Andrew Rollings, Ernest Adams, 2003 How often have you heard anyone can design a game? While it seems like an easy job, game ideas are cheap and plentiful. Advancing those ideas into games that people want to play is one of the hardest and most underappreciated tasks in the game development cycle. Andrew Rollings and Ernest Adams on Game Design introduces both students and experienced developers to the craft of designing computer and video games for the retail market. The first half of the book is a detailed analysis of the key game design elements, examining game concepts and worlds, storytelling, character, and user interface design, core mechanics, and balance. The second half discusses each of the major game genres: action/adventure, role playing, strategy, puzzle, and so on, and identifies the design patterns and unique creative challenges that characterize them. Filled with examples and worksheets, this book takes an accessible, practical approach to creating fun, innovative, and highly playable games.

**Game Development and Production** Erik Bethke, 2003 A handbook for game development with coverage of both team management topics such as task tracking and creating the technical design document, and outsourcing strategies for contents such as motion capture and voice over talent. It covers various aspects of game development.

**Fundamentals of Game Design** Ernest Adams, 2010-04-07 To create a great video game, you must start with a solid game design. A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry's leading authorities who offers a first-hand look into the process from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of

game design to each one You ll learn how to Define the challenges and actions at the heart of the gameplay Write a high concept document a treatment and a full design script Understand the essentials of user interface design and how to define a game s look and feel Design for a variety of input mechanisms including the Wii controller and multi touch iPhone Construct a game s core mechanics and flow of resources money points ammunition and more Develop appealing stories game characters and worlds that players will want to visit including persistent worlds Work on design problems with engaging end of chapter exercises design worksheets and case studies Make your game accessible to broader audiences such as children adult women people with disabilities and casual players Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design expressed as practical lessons that can be immediately applied to a design in progress He offers the best framework I ve seen for thinking about the relationships between core mechanics gameplay and player one that I ve found useful for both teaching and research Michael Mateas University of California at Santa Cruz co creator of Fa ade

*Roblox Realm 3: Creating and Designing Your Own Game* Dizzy Davidson, 2025-03-08 Unlock Your Creative Potential with Roblox Realm 3 Creating and Designing Your Own Game Step into the fascinating world of Roblox game creation with this comprehensive guide Whether you re a newbie or an experienced player this book will take you on an exciting journey from concept development to launching your own unique game Packed with real life stories detailed illustrations and practical examples this book is your ultimate resource for mastering the art of Roblox game design What You ll Discover Inside Step by Step Instructions From brainstorming ideas to launching your game every step is covered in detail Design Principles and Best Practices Learn the secrets of creating visually stunning and user friendly games Real Life Stories Be inspired by the journeys of successful Roblox creators Interactive Illustrations Visualize key concepts and techniques with easy to follow illustrations Practical Examples See real world applications of game design principles and scripting techniques Community Engagement Tips Build a loyal player base and gather valuable feedback Marketing Strategies Promote your game effectively and attract a larger audience Optimization Techniques Ensure your game runs smoothly on all devices Why This Book is a Must Have Comprehensive and Accessible Perfect for both beginners and experienced creators Packed with Value Includes real life stories illustrations and practical examples Expert Insights Learn from top Roblox creators and industry professionals Creative Inspiration Unlock your potential and bring your game ideas to life Join the ranks of legendary Roblox creators and take your game development skills to the next level Get your copy of Roblox Realm Creating and Designing Your Own Game today and start your adventure in the world of Roblox creation

*Game Design Foundations* Roger Pedersen, 2009-06-23 Game Design Foundations Second Edition covers how to design the game from the important opening sentence the One Pager document the Executive Summary and Game Proposal the Character Document to the Game Design Document The book describes game genres where game ideas come from game research innovation in gaming important gaming principles such as game mechanics game balancing AI path finding and game tiers The basics of

programming level designing and film scriptwriting are explained by example Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry

Building HTML5 Games with ImpactJS Jesse Freeman, 2012-02-15 Create a real 2D game from start to finish with ImpactJS the JavaScript game framework that works with the HTML5 s Canvas element Making video games is hard work that requires technical skills a lot of planning and most critically a commitment to completing the project With this hands on guide you ll learn how to use Impact with other technologies step by step You ll pick up important tips about game design and discover how to publish Impact games to the Web desktop and mobile including a method to package your game as a native iOS app Packed with screen shots and sample code this book is ideal for game developers of all levels Set up your development environment and discover Impact s advantages Build a complete game with core logic collision detection and player and monster behavior Learn why a game design document is critical before you start building Display and animate game artwork with sprite sheets Add sound effects background music and text Create screens to display stats and in game status Prepare to publish by baking your game files into a single file

*Extending Virtual Worlds* Ann Latham Cudworth, 2018-09-03 Written as the successor to Virtual World Design Creating Immersive Virtual Environments this book carries the ideas brought forward in its predecessor to new levels of virtual world design exploration and experimentation Written by an Emmy award winning designer with 22 years of experience creating virtual environments for television and online communities Extending Virtual Worlds Advanced Design for Virtual Environments explores advanced topics such as multi regional design game based sims and narrative structure for environments The book provides bedrock knowledge and practical examples of how to leverage design concepts within the intertwined structures of physics engines level of detail LOD systems and advanced material editors It also shows designers new ways to influence the experience of virtual world visitors through immersive narrative and storytelling With over 150 illustrations and 10 step by step projects that include the necessary 3D models and modular components it delivers hours of stimulating creative challenges for people working in public virtual worlds or on private grids By using this book novices and advanced users will deepen their understanding of game design and how it can be applied to creating game based virtual environments It also serves as a foundational text for class work in distance learning simulation and other learning technologies that use virtual environments

**Cinematic Game Secrets for Creative Directors and Producers** Rich Newman, 2013-07-18 Cinematography for Games covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today s hottest games and including interviews with the game industry s greatest luminaries including Will Wright Sims legend Harvey Smith legendary game Deus Ex Warren Spector creator of one of the original game companies Origin The convergence of games and film is a widely discussed and debated topic in the game industry Many major publishers along with some high profile directors John Woo James Cameron Steven Spielberg Tony Scott are exploring the middle ground between the industries This

book introduces game producers and directors to the tried and true techniques cinematographers have relied on for years. Game developers learn how to create compelling video games by developing quality stories and characters visualizing scenes within the game through the eyes of a cinematographer using tried and true film industry methods for casting voice over direction and production. The book will also feature screen shots from some of today's hottest titles that illustrate key cinematic concepts as well as advice from successful game industry professionals already using these techniques. *Level Up! The Guide to Great Video Game Design* Scott Rogers, 2014-04-16

Want to design your own video games? Let expert Scott Rogers show you how. If you want to design and build cutting edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed *Level Up* is for you. Written by leading video game expert Scott Rogers who has designed the hits *Pac Man*, *World Maximo* and *SpongeBob Squarepants*, this updated edition provides clear and well thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. *Level Up* 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre production, production and post production stages, and provide even more creative ideas to serve as fuel for your own projects including:

- Developing your game design from the spark of inspiration all the way to production.
- Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged.
- Creating games for mobile and console systems including detailed rules for touch and motion controls.
- Monetizing your game from the design up.
- Writing effective and professional design documents with the help of brand new examples.

*Level Up* 2nd Edition includes all new content, an introduction by David Jaffe (God of War), and even a brand new chili recipe, making it an even more indispensable guide for video game designers both in the field and the classroom. Grab your copy of *Level Up* 2nd Edition and let's make a game. *Research Anthology on Game Design, Development, Usage, and Social Impact* Management Association, Information Resources, 2022-10-07

Videogames have risen in popularity in recent decades and continue to entertain many all over the world. As game design and development becomes more accessible to those outside of the industry, their uses and impacts are further expanded. Games have been developed for medical, educational, business, and many more applications. While games have many beneficial applications, many challenges exist in current development processes as well as some of their impacts on society. It is essential to investigate the current trends in the design and development of games as well as the opportunities and challenges presented in their usage and social impact. *The Research Anthology on Game Design, Development, Usage, and Social Impact* discusses the emerging developments, opportunities, and challenges that are found within the design, development, usage, and impact of gaming. It presents a comprehensive collection of the recent research, theories, case studies, and more within the area. Covering topics such as academic game creation, gaming experience, and violence in gaming, this major reference work is a dynamic resource for game developers, instructional designers, educators, and administrators of

both K 12 and higher education students of higher education librarians government officials business leaders and executives researchers and academicians      Fostering Computational Thinking Among Underrepresented Students in STEM Jacqueline Leonard, Jakita Thomas, Roni Ellington, Monica Mitchell, Olatokunbo Fashola, 2021-08-11 This book broadly educates preservice teachers and scholars about current research on computational thinking CT More specifically attention is given to computational algorithmic thinking CAT particularly among underrepresented K 12 student groups in STEM education Computational algorithmic thinking CAT a precursor to CT is explored in this text as the ability to design implement and evaluate the application of algorithms to solve a variety of problems Drawing on observations from research studies that focused on innovative STEM programs including underrepresented students in rural suburban and urban contexts the authors reflect on project based learning experiences pedagogy and evaluation that are conducive to developing advanced computational thinking specifically among diverse student populations This practical text includes vignettes and visual examples to illustrate how coding computer modeling robotics and drones may be used to promote CT and CAT among students in diverse classrooms      **Beyond the Frontier, Volume III** Jill Dahlman, Tammy Winner, 2021-01-07 In these quickly changing times this volume re imagines the classroom after COVID 19 No one could have fathomed the multiple ways education would change when the country first entered into the pandemic in March 2020 In this regard this volume offers pedagogy that will create teaching opportunities in both virtual and physical classrooms Ideas are meant to be shared and evolve into methods that work for both teachers and pupils      **Game Economy Design** Charlie Czerkowski, 2024-10-16 This book provides a comprehensive overview of game economy design It begins with a high level overview then utilizes subsequent chapters to break this down into finer details showing methods to approach the various problems and challenges involved in creating an intricate game economy and metagame experience The content of the book extends to associated and related fields such as monetization and live operations The book contains step by step processes with best practices and examples with content written from an empirical standpoint The reader will gain insights into the components that form a game economy how these components are utilized to shape a metagame experience and how monetization is integrated into this The content will consider the work economy designers undertake during development through to postlaunch live operations The book will appeal to all game design professionals and students of game design that wish to gain a deeper understanding of how to develop game economies      *Anyone Can Code* Ali Arya, 2020-11-23 *Anyone Can Code* The Art and Science of Logical Creativity introduces computer programming as a way of problem solving through logical thinking It uses the notion of modularization as a central lens through which we can make sense of many software concepts This book takes the reader through fundamental concepts in programming by illustrating them in three different and distinct languages C C Python and Javascript Key features Focuses on problem solving and algorithmic thinking instead of programming functions syntax and libraries Includes engaging examples including video games and visual effects Provides exercises and reflective



questions This book gives beginner and intermediate learners a strong understanding of what they are doing so that they can do it better and with any other tool or language that they may end up using later

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