

# **Game Design Document (GDD)**

## **Team's Project Template**

### **1. Game Concept**

- **Working Title:**
- **Genre:**
- **Platform(s):**
- **Elevator Pitch (1–2 sentences):**
- **Target Audience:**

### **2. Core Loop**

- Describe the main repeating cycle of your game (what the player does over and over):

### **3. Game Mechanics**

- **Player Actions (What can the player do?):**
- **Interactions (How do players interact with the game world or characters?):**

- **Rules (What constraints or systems define the gameplay?):**
- **Progression (How does the game increase in difficulty or complexity?):**

#### **4. Story & Narrative (if applicable)**

- **Premise (What is the story/world about?):**
- **Main Characters:**
- **Conflict/Goal (What drives the player?):**

- **Story Delivery (Cutscenes, dialogue, environmental storytelling, etc.):**

## **5. Level & World Design**

- **Setting/Theme:**
- **Level Structure (linear, open world, hub-based?):**
- **Tutorial/Onboarding (How will players learn mechanics?):**
- **Exploration/Challenges:**

## **6. Visual & Audio Style**

- **Art Style Reference (pixel art, 3D, realistic, low poly, etc.):**

- **Sound Design (music, sound effects, voice acting):**

## **7. User Interface (UI/UX)**

- **HUD (Heads-Up Display) Elements (health, score, minimap, etc.):**
- **Menus (main, pause, inventory, etc.):**
- **Accessibility Features (if any):**

## **8. Technical Requirements**

- **Game Engine:**
- **Programming Language(s):**
- **Tools for Assets (art, sound, etc.):**
- **Deployment Platform (PC build, web, mobile, etc.):**