

Hi y'all-

There seems to be confusion about what should go into a GDD. I have placed a folder on the class FTP site, "GDD resources", that contains a number of documents relating to this subject, including some example GDDs. There is no set way to create a GDD, but-

A GDD can include:

Table of contents- very important

Resources

- what are the teams, who is on them
- any external resources

Executive summary- the condensed version of the game

- High concept
- Story outline
- Genre, style
- Engine

Game mechanics or Gameplay

- What are players allowed to do
 - Controls, movement
 - Weapons
 - Puzzles. etc
- How is the game played
- GUI, HUD

AI

- How does game respond to player actions?
- How do NPCs act and react?

Game elements- info for both art and programming teams

- Characters- all player characters and NPCs
- Items
- Objects/mechanisms

Story overview

Possibly a script

Technical summary

Game progression- perhaps done level by level

- What challenges do players face?
- What items are available?
- What is experience for players?
 - How does appearance affect experience?

System menus

- Description
- Mouse or keyboard?
- How save, etc?

OR, said another way:

What goes into a Game Design Document

While there is no real standard form to which a GDD must conform, here are some sections that may typically be included. Please understand that not every GDD contains every one of these, and you are free (as are other designers) to create a format that you feel captures your game. The main thing to remember is that the GDD is in many ways a blueprint for making your game, so it needs to contain any information vital for that process. It should not contain items not relevant to building the game, such as competitive analysis, sales pitches, etc.

- TOC (Table of Contents)
- Game overview- team, executive summary, genre, scope, features
- Game mechanics- movement, picking up, attacking, using objects, effects, interactions with environment, saving, etc.
- Game elements- weapons, powerups, other items- how they work
- Interface- active, passive (HUD), menus
- AI- enemies, friends, player detection, taking damage, etc.
- Story overview- complete but succinct
- Game progression- game world, levels, settings, characters, and their relationships
- Music, sound effects
- System menus
- Controls- PC, console, other
- Cutscenes
- Flow charts

Here are some links that may also be helpful:

Creating a GDD

http://www.gamasutra.com/features/19970912/design_doc.htm