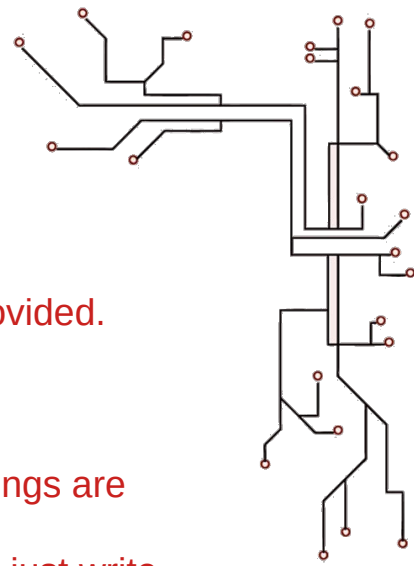


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Important

- Don't print and fill this out; there isn't enough space provided.
- Either...
 - Download the softcopy (ODT) and edit it...
 - ...or simply write your own using the same headers.
- Writing with pencil and paper is preferable, as some things are easier to describe in drawing.
- You don't need to fill in everything. If it's not applicable, just write "NA".

Game Design Document

Title : _____

By : _____

Game Concept

Concept *(Describe the Main Concept of this game. What makes it fun?)*

Genre

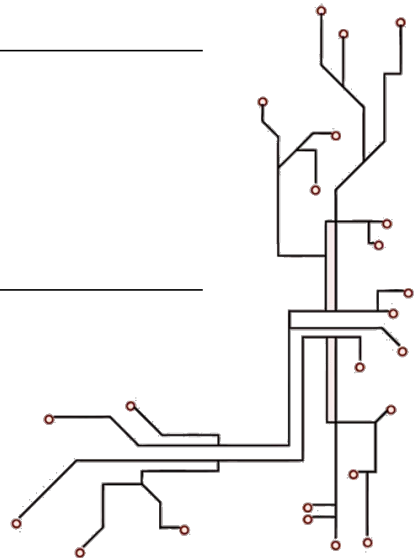
Mechanics

Rules *(How is this game played?)*

Dilemmas *(What are the dilemmas introduced by the rules?)*

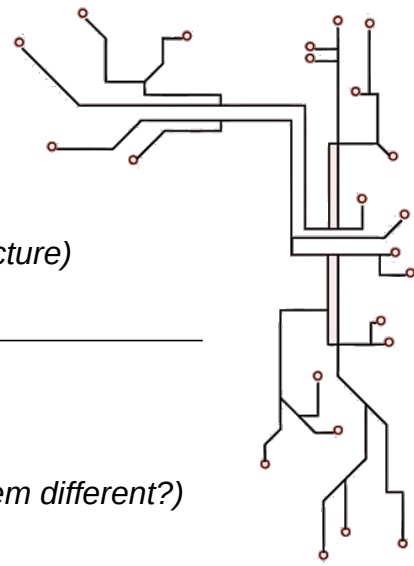
Story

Settings *(What is the world like in the game?)*



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Plot *(Describe the plot of the game. Consider using the Three-act structure)*

Game World

Areas *(What areas are in the game? If more than one, what makes them different?)*

Characters *(Who are the characters in the game?)*

Obstacles / Opponents *(What obstacles / opponents are there to frustrate the player?)*

Interface

HUD / Controls *(Draw or describe the HUD and controls)*

Menu *(Draw or describe the menu structure)*

