GAME DESIGN DOCUMENT (GDD)

WORKBOOK

Click File > Make a copy…
To create your own editable GDD

GAME DESIGN DOCUMENT WORKBOOK

This is your opportunity to create a Game Design Document for you Aotearoa themed 2D platformer.

Step One: Fill out the templates in this booklet

Step Three: Apply any constructive feedback to your Game Design Document.

Step Two: Present your Game design to others, and gather feedback.

Step Four: Use your Game Design Document as a guide while you create your game in Gamefroot!

MASHUP ACTIVITY

Mashup a Game

Let's do a **Mashup** to get you started on your Game Design Document.

The Mashup is a way to help stimulate new ideas. It works by mashing existing things together to make something 'new'.

For Example

Rotorua + Māui captures the sun + Freerunning

Revenge of Rā!

Angry Rā has escaped and is chasing Māui through the mud pools and geysers of Rotorua.

YOUR TURN!

What are three Aotearoa-themed ideas you can mash together?

Some questions to get you started. You can answer these or come up with completely new ideas. Up to you!

- A famous NZer: historical or mythological.

- A NZ place that's important to you.

- A NZ animal or activity.

My three Aotearoa-themed Concepts are...

A Click to edit...

B Click to edit...

C Click to edit...

Now mash your three
Aotearoa-themed ideas up!

A + B + C

Write the title of
your game idea below.

Click to edit...

Tell us more about your new
game idea and how it could be
made into a 2D platformer game...

Click to edit...

Ka pai! Now it's time to
turn your idea into a GDD

GAME TITLE:

Click to edit...

This Game Design Document belongs to:

Click to edit...

Game designers year level:

Click to edit...

THE GOAL

This is your win condition.

A **WIN** condition is the goal your player has to achieve to win the game.

i.e. Escape from Ra over five increasingly challenging levels.

The flipside of game design is deciding how a player will **LOSE.**

i.e. When Ra catches the player, the player loses one of their three lives and restarts on the current level. After all three lives are lost, the player restarts the game.

Think about the end of your game and work backward from there.

How do you want the game to finish?
What do you want the player to have achieved once they've completed your game?

Describe the player's ultimate goal (win condition) and what happens if they make mistakes or lose completely.

Click to edit...

SETTING UP YOUR STORY

Describe the background story of your game and what the primary goal is for the player.

Some questions to think about:

- What is the player's primary goal?
- What does the player need to achieve to finish the game?
- How does the story begin?
- Who are the main characters?
- How will the story/game end?

Time to make your own game story

Click to edit...

GAME SPACE

Describe the Space that your game will be played In. In game development, this is commonly called the Game World.

Some questions to think about:

- Is it in a real or fictional place in Aotearoa?
- Is it indoors or outdoors?
- Is the climate hot or cold, wet or dry?
- Is it a place from NZ mythology?
- Is it wilderness, rural or urban?
- Is it set in the present, past or future?
- Is the setting historical or fictional?

Where is your game set?

Click to edit...

When is your game set?

Click to edit...

GAME SPACE

As you answer the questions on this page, try to use adjectives that will help describe the **look, sound** and **feel.**

Look　　**Sound**　　**Feel**

Feeling is the most important sense for video games.
A game world should feel like an interesting and/or fun place to spend time in.

How will your game world look?

Click to edit...

What sounds could your game have?

Click to edit...

How do you want your game world to feel when someone is playing inside it?

Click to edit...

COMPONENTS

Characters

Player characters (PC)
The PC is the character the player controls.

A Player Character description should give the reader a good idea of who the PC is, what they look like, and what their abilities are.

Non-player Characters (NPCs)
NPCs are the characters the game controls.

Who is your player character?
Include a name and detailed description of your playable character.

Click to edit...

Who are your non-player characters?
List your NPC's and explain their purpose in your game.

Click to edit...

COMPONENTS

Items and Objects

Items

Items can be picked up by the players. They can either be used in the game or can instantly give points and bonuses.

i.e. Tools, life hearts and keys.

Objects

The player can interact with objects but they can't collect them or carry them around.

i.e. Traps, switches and doors.

What items will your player be able to collect and use in the game?

List your items and explain how each will be used by the player.

Click to edit...

What objects will appear in the game?

List your objects and explain how the player will interact with them.

Click to edit...

RULES AND MECHANICS

Rules and Mechanics are the core elements of gameplay.

Rules define what a player can and can't do within a game.

i.e. Three lives. Two minute time limit. Restart the level after death.

Mechanics are how your player interacts with your game.

i.e. Jump, duck, fly, shoot, teleport, open, break and collect.

Describe the basic rules of your game and why you've put these limits in place.

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List the mechanics in your game. How do you think a player will feel when they experience these mechanics?

Click to edit...

CHALLENGES

The Challenges are what stand between the player and the Goal.

They can come in many forms in 2D Platformers.

- Tricky platforms to navigate.
- Traps waiting to catch the PC.
- NPCs that chase or oppose the player.
- Puzzles that need to be solved.

Basically, a challenge is anything you design that makes your game more 'challenging', and therefore, more fun!

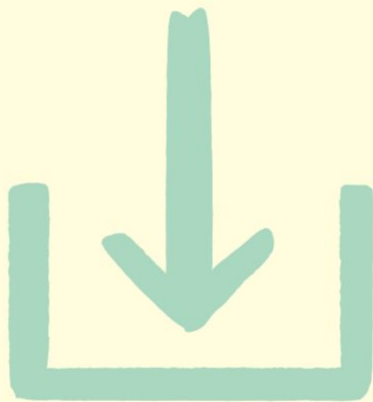## What are the challenges in your game?

Describe the challenges your game will contain and why you think they will be fun for the player to overcome.

Think of the video games you've played. What were some of their challenges? Without directly copying them, could you work something similar into your game?

Click to edit...

ART BOARD!

Upload All your content here

ELEVATOR PITCH

An elevator pitch is a concise, persuasive speech that you use to spark interest in your game. A good elevator pitch should last no longer than an elevator (lift) ride of 20 to 30 seconds.

From game designers to beta testers, everyone gives and receives feedback in the games industry.

It's how games get better.

Try to explain your game so that listeners can easily imagine playing it.

Click to edit...

GETTING FEEDBACK

This section shows feedback on your game concept from your teachers, peers, whanāu, experts, as well as from people in the Gamefroot forum.

Keep this as a living record of your game as it develops!

Who gave feedback	Feedback and the action you took?	Date
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INSPIRATION

"The mind is not a vessel to be filled, but a fire to be kindled."
- Plutarch

Some copy about how inspiration is a important part to the design process...

perhaps where and how to look for inspiration?

What other video games were you thinking of while designing this one?
What inspired you about those games?

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What were your non-game inspirations?
Were you inspired by any non-digital games?
If so, which ones and how did they inspire you?
i.e. Books, TV, film, life experience...

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WHO IS YOUR GAME FOR?

Who are your intended players and how will you ensure your game is suitable for your audience?

For example, Is your game for your friends? Classmates? Family? Whanāu? Younger people? Older people?
People in your community?
People in Aotearoa?
People outside of Aotearoa?

Who is your game for:

Click to edit...

How will you ensure your game is suitable for your intended audience(s)?

Click to edit...

WHAT YOU HAVE LEARNT

"You'd be amazed how much research you can get done when you have no life whatsoever." - Ernest Cline, Ready Player One

Think back on what you've learned about the people, places, events, stories, artefacts and taonga that have inspired or been included in your game.

Yes, playing games is considered research in the games industry.

List three concepts you have learned more about. Explain how each of these ideas are integrated into your game.

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WHAT YOU HAVE LEARNT

Write down the things you've done to learn about the people, places, events, stories, artefacts or taonga that have inspired, or that feature in, your game.

What is the most interesting or surprising thing you've learned so far?

Click to edit...

What other research or inquiry could you do?

Click to edit...

A games industry
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TE TĀHUHU O TE MĀTAURANGA

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