

Game Design Document

# Title Page

 1.1 Typography - Could

 1.2 Game Name Ideas - Done

 1.3 Official Game Name Should

#  2. Game Overview

 2.1 Game Concept – done

 2.2 Genre - done

 2.3 Target Audience - done

 2.4 Game Flow Summary - done

 2.5 Look and feel - Would

#  3. Gameplay and Mechanics

 3.1 Gameplay

 3.1.1 Game Progression - could

 3.1.2 Mission/Challenge Structure - would

 3.1.3 Puzzle Structure -

 3.1.4 Objectives

 3.1.5 Play Flow

 3.2 Mechanics

 3.2.1 Physics

 3.2.2 Movement in the game

 3.2.3 Objects

 3.2.4 Actions

 3.2.5 Combat

 3.2.6 Economy

 3.2.7 Screen Flow

 3.3 Game Options - could

 3.4 Replaying and Saving - would

 3.5 Cheats and Easter Eggs - would

 4. Story, Settings, and Character

 4.1 Story and Narrative

 4.2 Game World

 4.2.1 General look and feel

 4.2.2 Areas

 4.3 Characters

#  5. Levels

 5.1 Levels

 5.2 Training Level

 6. Interface

 6.1 Visual System

 6.2 Control System

 6.3 Audio, music, sound effects

 6.4 Help System

 7. Artificial Intelligence

 7.1 Opponent and Enemies

 7.2 Non-Combat and Friendly Characters

 7.3 Support AI

 8. Technical

 8.1 Target Hardware

 8.2 Development hardware and software

 8.3 Network Requirements

 9. Game Art