Digital Game Design: Document Template

CONCEPT TREATMENT: 3 pages + visual references
   Purpose: to “sell” the concept as interesting and describe it in a general way

THE BASICS: ½ to 1 page
   WHAT IS IT AND WHY IS IT INTERESTING?
   - What is it (quick summary)
   - Why it is distinctive or innovative
   - platform
   - audience (Who is it and why will they like it?)
   - revenue model
   - taste of the overall experience

DESIGN OVERVIEW: 1 page
   WHAT IS THE PLAYER EXPERIENCE & CREATIVE VISION FOR THE GAME?
   - What is the core mechanic of the game? Are there any similar games?
   - What is the overall story or narrative content of the game?
   - What are the audio and visual aesthetics of the game?
   - How is the overall arc of the game experience constructed?
   - Are there different modes or levels? Explain.

DESIGN DETAILS: 1-2 pages
   HOW DOES YOUR VISION GET REALIZED IN THE DETAILS OF THE GAME?
   - What is the moment-to-moment gameplay, including controls?
   - What are the economies, resources, etc. of the game?
   - What is the game interface? Include a schematic diagram of major screen(s).
   - List out levels, features, items, enemies, characters, etc.
   - Can you describe one level or one moment in detail?

VISUAL REFERENCES: 1-2 pages
   WHAT DOES IT LOOK AND FEEL LIKE?
   - Visual references can include references to:
     - characters
     - world and setting
     - interface and layout
     - overall mood and art direction
   - Remember to look beyond just games for your inspiration
   - Small amount of text is OK but be clear and explain WHY references are there

DIGITAL PROTOTYPE SPEC: 2 pages + diagrams + variable list + asset lists
   Purpose: a plan for creation of the initial skeletal prototype

   WHAT IS THE MINIMUM VIABLE VERSION OF THE GAME?
   Assume knowledge about the main game idea from the concept document
   - Describe the main features that the prototype will test – be strategic!
   - Clearly describe the entire logic of the prototype including controls
   - Include at least one schematic wireframe or flowchart
   - List the variables you would want exposed and tweakable in the prototype
   - List all of the visual and audio assets required for the prototype
   - Assuming that this prototype goes well, list the next few stages of features to add