Game Design Doc (GDD) Outline

Game Name: _____

Genre: _____

Target Age: _____

Release Date: _____

Platform: PC / Mac / Linux / Xbox / PS / Nintendo / Other: _____

Summary: _____

_____

Gameplay:

- _____
- _____
- _____

Story:

Game Flow:

Characters:

Environments:

Mechanics:

Hazards:

Music & Sound:

More Resources For Game Design:

- **Level Up!** - Book: https://www.amazon.com/Level-Guide-Great-Video-Design-ebook/dp/B00JRYDCEQ
- **Unity** - Game Engine: https://unity.com/
- **Blender** - 3D Modeling and Animation Software: https://www.blender.org/
- **Me:** games@stage2studios.com