

High Level Design Doc Template

Team Members:

Intended Audience:

Prior Research Summary (Similar Works):

Core Concept/Key Actions

What is the key mechanic the player repeats over and over again as part of gameplay? What are the key systems (if any) that support that action(s)?

Innovative/Unique Aspect:

What's new and unique about this game, as opposed to its competitors?

Setting/Narrative

If the game has a story, what is it? How does the player encounter it/interact with it/ learn it? Where is the game set, what is its background appearance?

30 Second Gameplay Description:

Describe 30 second of active gameplay from the player's point of view. Should include all the key actions / core actions the player is expected to use reliably.

Pitch/Design Highlights:

Summarize the design highlights of this game in an elevator pitch - why would this be a great game to make or to play? Think of this as your advertisement - either to the player who wants to buy the game, or to the publisher you want to fund its creation.

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