



# The Final

"If the game isn't interesting and engaging  
in the first 10 seconds, then it's not going to be fun"

**Will Wright**

**Create a Microsoft Word, PowerPoint, Website, Flash Animation, or anything you feel necessary, to accurately exhibit the *Design Document* of your Video Game concept.**

## **Design Document**

### **1. Title**

- a. Logo
- b. Tagline

### **2. High Level Overview**

- a. One Sentence Description
- b. Two Sentence Description
- c. Paragraph Description
- d. Verbs of the Game
- e. Electronic Arts' Defining the 'X'
- f. Two Absolute Truths that make the game
- g. Influence(s)

### **3. Story/Background/Theme**

- a. Plot
- b. Background Story
- c. What does the story do to the Player?
- d. How does the Story Add to the gameplay?
- e. Theme
  - i. Genre

### **4. Characters**

- a. Playable Character(s)
- b. NPC's (non-player-characters)
  - i. Allies
  - ii. Enemies
  - iii. Character Designs
    - 1. Concept Art\*
  - iv. How should the player feel about each character or character type?

### **5. Aesthetic**

- a. Visual Style
  - i. Concept Art\*
  - ii. Tone

- iii. What this does to the Player?

## **6. Interfaces**

- a. How does the player play the game?
  - i. How does the player SEE the game?
  - ii. How does the player PLAY the game?
  - iii. How does the player INTERACT with the game?
  - iv. Control
  - v. In-Game Camera
  - vi. In-Game Character
  - vii. Concept Art\*

## **7. Levels**

- a. Stages
  - i. Descriptions
  - ii. Concept Art\*
- b. Pacing
  - i. How does the Player progress to the next stage
  - ii. Goal of Each Stage
  - iii. What's the point?
    - 1. How do you transition from one to the next?
    - 2. Why does the Player want to complete the game?
    - 3. How are you pacing you levels?

## **8. Gameplay & Game Design**

- a. Gameplay
  - i. How does the Player play the game?
  - ii. Why is that fun?
  - iii. Constructs
    - 1. Fundamental Gameplay
- b. Game Design
  - i. Fundamental Gameplay combined with...
    - 1. Rules
    - 2. Story
    - 3. Aesthetics
    - 4. Creativity
    - 5. Level & Pacing
  - ii. Game Structure
    - 1. Overarching Goal of the Game
    - 2. Simple Goals
    - 3. How you limit the player?
    - 4. How do you account for all possible scenarios?
    - 5. Flow Chart

## **9. Tilt**

- a. Target Audience
  - i. What makes it new and different?
  - ii. Why should we care?
  - iii. What makes it exciting?
  - iv. What purpose does it serve?
  - v. What affect does it have on the player?
  - vi. Why is that important?

**Note:** You do not have to write in essay format. Bullets provide precise short descriptions that serve a better purpose.