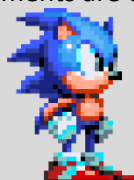


Level 3 Games Design and Development

Summer Project - Producing a GDD

What is a GDD?

Traditionally Game Design Documents, or GDD for short, were long comprehensive documents that contained plans for everything from Concept Art, Scripts, Mechanics, Level/Puzzle Designs, Flow Diagrams, an outline of the required resources, planning and timeline for development. These long, time consuming to produce documents are used much less frequently these days, as



they require a huge amount of upfront work.

A more modern approach to writing a GDD is to create an initial piece of planning that outlines: the core themes, styles, features, mechanics and ideas of your game project. This helps you to gain a clearer idea of what you are planning to produce and it can also be used to share your vision of the game when working as part of a team or when seeking funding from publishers.

What will your GDD contain?

You will identify in this document what your ideas are and how they will meet the design brief. It is good to have an idea of the setting, theme and visual style for your game. However, it is more important to first identify what the gameplay will consist of as this will inform your aesthetics as well as ideas for level designs and other mechanics.

When completed, this document will contain:

- Section 1: An outline of the type of game you are making and what the core mechanics for your game will be.
- Section 2: Planning for the visual style and theme of your game.
- Section 3: What resources you will use to make your game.

The Brief.

As it would likely be when working in the industry, you will have targets or restrictions that you need to design around. These shouldn't be considered as a limitation to what you can produce, but instead should be considered a design challenge!

No doubt you will have some big ideas that you are itching to start working on. This is great and something that you will get time to do throughout the course, however, as this is your first college project the goal - is to keep it streamlined. *You will be spending a lot of the first project learning new software and need to consider this when scoping the scale of the project.*

Project targets:

- Your goal for this project is to produce a single, well designed level for a 2D side scroller. There are lots of different types of side scrollers, with varying gameplay mechanics, which we will look at in the next section.
- The character will have a maximum of 1-2 mechanics, outside of the basic movement (Walk/Run, Jump and Death).

- You will be producing Pixel art for your game's character and setting - these must have a clear theme and visual style, e.g. Horror, Sci-Fi, Fantasy, Steam Punk etc.

Section 1: Type of Game and Mechanics.

Before working on any audio or visuals games should always start with a clear idea for gameplay and a prototype. It is good to have an idea of your theme as you go into it as this can influence the gameplay, but the gameplay and what it consists of is the most important in identifying if the game will be fun to play.

Types of Side Scrollers.

You are tasked with creating a 2D side scroller with Pixel Art graphics, but there are lots of types of Side Scrollers. Here are some examples of these (click the game names to open the links).

Classic Platformer:

- [Shovel Knight](#)
- [Celeste](#)

Puzzle:

- [Hue](#)
- [Braid](#)

Run'N'Gun:

- [Cuphead](#)
- [Metal Slug 3](#)

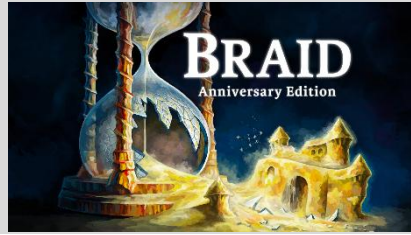
Action Platformer:

- [Guacamelee! 2](#)
- [Pizza Tower](#)

Metroidvania:

- [Animal Well](#)
- [Blasphemous](#)





Your Game.

- What type of Side Scroller will you make?
- Which of these appeals to you and why?
- Can you provide any other examples (YouTube Links) for games with a similar style of game to what you want to produce?

[Your text here...]

Your Mechanics.

As stated in the brief your game should only contain 1-2 additional mechanics outside of the basic movement (Walk/Run, Jump and Death). **What is a Game Mechanic?** - [What are video game mechanics? Concept explained! \(youtube.com\)](#)

- Which mechanics will you include?
- And how do you anticipate using these?

[Your text here...]

Section 2: Character and Setting Design.

For this section, we don't need you to start designing/drawing your character (unless you really want to!) but instead we want to see you explore your ideas. The best way to do this is by creating a Moodboard for each of your Player Characters and the Setting for your game.

Moodboards are extremely useful for both helping you to fully explore your ideas but also for conveying your ideas to others. Look at this example and you will get a good idea of who the character is - without any written description to explain the idea: <https://pin.it/3lZs7rZA6>

Your Character Moodboard can contain ideas for your Characters Design - Race, Sex, Clothing, and right down to small details such as accessories or visual features such as haircuts, scars, prosthetic limbs and so on. It can also include examples of the chosen Art style and Colour Palettes.

Your Character Moodboard.

[You can copy and paste a collection of images here from another source such as Google Images or you can create your moodboard using [Pinterest](#). If you make it using Pinterest, please add a screenshot of your Moodboard, and a link to it also.]

Your Setting Moodboard.

This should include ideas for your settings and its features - such as buildings, trees/plant life, rocks, type of terrain (sand, concrete, snow, grass etc.) and any other details you wish to include - Here is an example of one to go with the Character Moodboard example:

<https://pin.it/5PCbtwRzF>

[In the same way as your Character Moodboard - You can copy and paste a collection of images here from another source such as Google Images or you can create your moodboard using [Pinterest](#). If you make it using Pinterest, please add a screenshot of your Moodboard, and a link to it also.]

Section 3: Resources.

A GDD would normally require some investigation into the types of resources that you will need to realise your project. Resources can include things you would usually consider, such as the Hardware and Software that you will need, but it would also include personnel and time.

For this document we just want you to look at the 2 key pieces of software that you will use throughout this project: Unreal Engine and Photoshop.

Unreal Engine.

What is Unreal Engine?
 What is it used for?
 What features does it have?
 Can you find an example of a game that was made using Unreal Engine?

[Your text here...]

Photoshop.

What is Photoshop?
 What is it used for?
 What features does it have?
 Can you find an example of a piece of art that was made using Photoshop?

[Your text here...]

Notes.

Use this section to note down or explore further any other ideas you have for your game, this could include: Ideas and designs for your enemies (if you have any in your game), ideas for puzzle or level designs (ways to use your chosen mechanics), thoughts on UI/HUD design or anything else you have thought of - all of this is relevant as this document will make up the first piece of work that you will add to your Blog when you begin the course.

[Your text and images here...]