



GOOD & **BAD** examples of
Game Design Document (GDD) layout

See the following examples **over the following pages** for guidance of good and bad layout for your GDD.

- **GOOD LAYOUT** should be co-ordinated and coherent across all group members sections and offer information in an easy-to-read and accessible format using tables, bullet points, signposting to relevant sections written by other team members and sketches/diagrams/images to support info in a relevant fashion. **The info in a GDD should be easy to read and separated with relevant headings that would help a dev team access essential information at-a-glance.**
- **BAD LAYOUT** would be inconsistent between group members (lots of different formats indicate poor group communication) and look more like a report/essay involving heavy use of text and limited or seemingly irrelevant images. Information here is hard to find and walls of text aren't easy or engaging to read.
- **Please submit ONLY your own section of the GDD when submitting to Turnitin** and include a Header/Footer with your name on it so we can see how the workload has been distributed.

Hope this helps – if you have any questions chat with me on Discord or email me at richard.morgan1@uwtsd.ac.uk

All the best
Rich

GOOD EXAMPLE OF GDD LAYOUT:

(These sections have been picked as random examples – this will apply to ALL sections of your GDD)

SECTION 8: ENEMIES

Here are some examples of enemies that appear in the game, and where they feature. For a list of levels/environments, please refer to **SECTION 5 (Game World)**.

Enemy Type	In-Game Location	Attacks / Characteristics
Angry Dragon	Lava Caves	Fire breathing (area of effect)
Evil Toadstool	Creepy Forest	Poison attack on contact (health degenerates - -5hp over 5 seconds)
Discord	Rich's PC	Ruins Lectures
Etc.		

To defeat **standard enemies** in the game, the player can use a ranged attack (weapon or spellcasting). Melee attacks are not possible in this game as contact with enemies results in the player taking damage.

Generic Attacks

The following Weapons and generic attack spells will cause -20 damage to **standard enemies**:

- **Bow & Arrow (Ranged weapon)**
- **Flying Chair (Ranged Weapon)**
- **Energy Projection (spell, projected)**
- **Fit of Rage (spell, area of effect)**

NOTE: For more information on the control system for attacks, see **SECTION ## (Controls)**.

Elemental Attacks

Players will learn certain elemental attacks during the game. These will have different effects on enemies depending on their location and/or type. The elemental attacks a plyer will be able to perform in game are listed here:

Elemental Attack	Effect on Enemies
Ice Blast	Freezes enemies for 10 seconds. Very effective on fire creatures. NOTE: This attack does not have an effect on Ice element enemies such as EXAMPLE, EXAMPLE and EXAMPLE .
Etc.	Etc.

BOSS ENEMIES

There are a number of Boss enemies in this game, which feature at the end of each quest / stage. Examples of Boss Enemies include:

(Put in a table, list, etc. provide details, etc...)

(Note: every GDD section should be on a separate page)

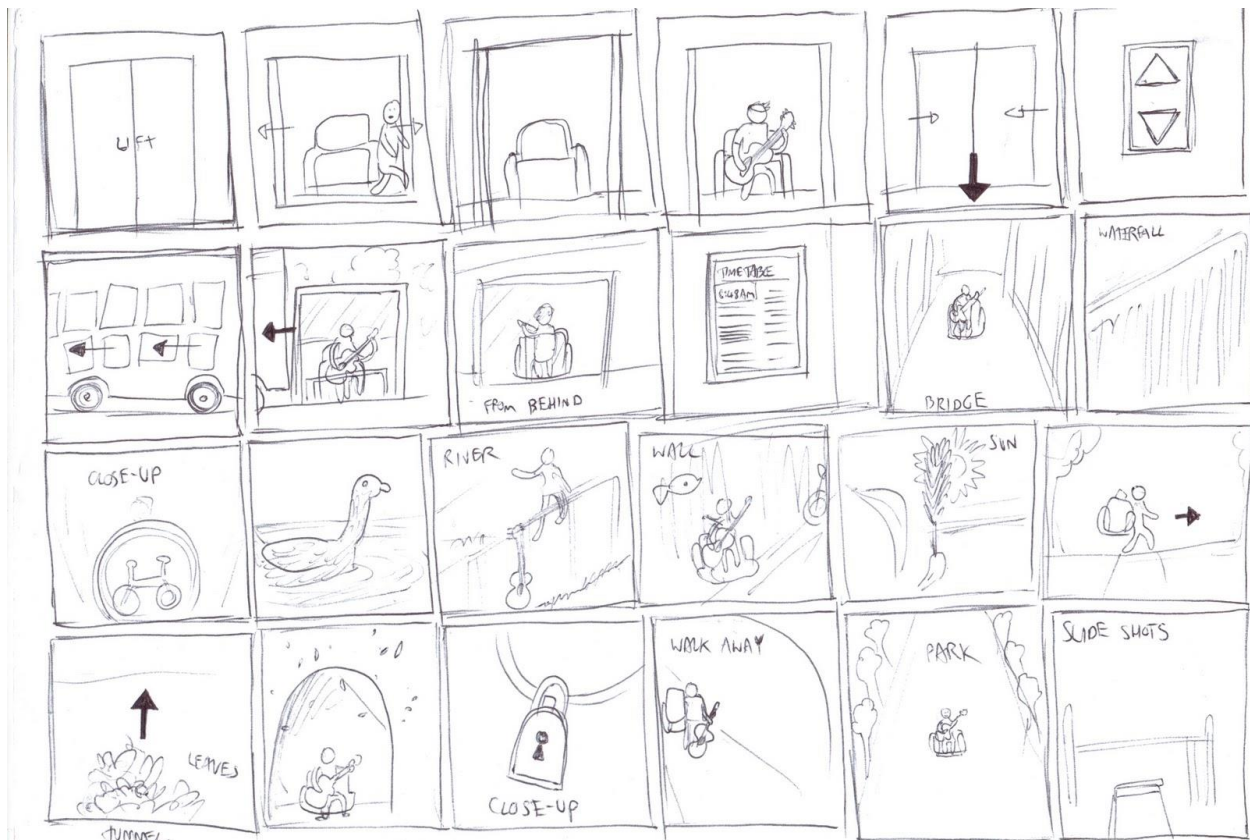
SECTION 9: CUTSCENES

The game has a number of cutscenes that display narrative moments for the player. These are played at the following stages:

- When the player starts the game (introduction)
- Upon completing a **Boss Fight**
- Completion of game

Here is an example of the **opening cutscene** from GENERIC QUEST ADVENTURE where the player realises that Discord isn't working and they must journey into a fantasy world to find an updated driver and a new mic.

GENERIC QUEST ADVENTURE: OPENING CUTSCENE STORYBOARD



Players may skip cutscenes by pressing the 'X' button at any time. Cutscenes may be viewed any time in the 'Game Options' menu after players have unlocked them through progression in game.

For more information on the game's narrative please refer to **SECTION ##**.

REFERENCES

Best Gaem Studios (1993) **GENERIC QUEST ADVENTURE**. [CD-ROM] Philips CD-i. Japan/Nintendont.

Rogers, S. (2010) Level Up!. John Wiley & Sons Ltd., USA

A2 Media (2011) *Music Video Project: Rough Storyboard*. Available at:

<http://gryphenford.blogspot.com/2011/10/rough-storyboard.html> [Accessed 06 January 2021]

*(You should **ALL** have at least your game as a reference and Scott Rogers – you are using both for this GDD after all!)*

BAD EXAMPLE OF GDD LAYOUT:

(These sections have been picked as random examples – this will apply to ALL sections of your GDD)

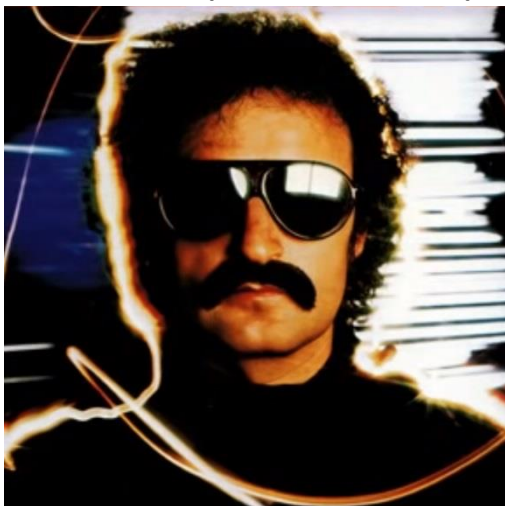
(Also, please excuse the Lorem Ipsum copy-paste – I'm not about to write a whole ton of fictional garbage to prove my point... just imagine it's low-effort content that lazily describes a game based on someone half-watching a Let's Play video at 3am the night before the deadline)

8. Enemies

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section 9 cutscenes

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references

www.Google.com

<https://www.youtube.com/watch?v=dQw4w9WgXcQ>