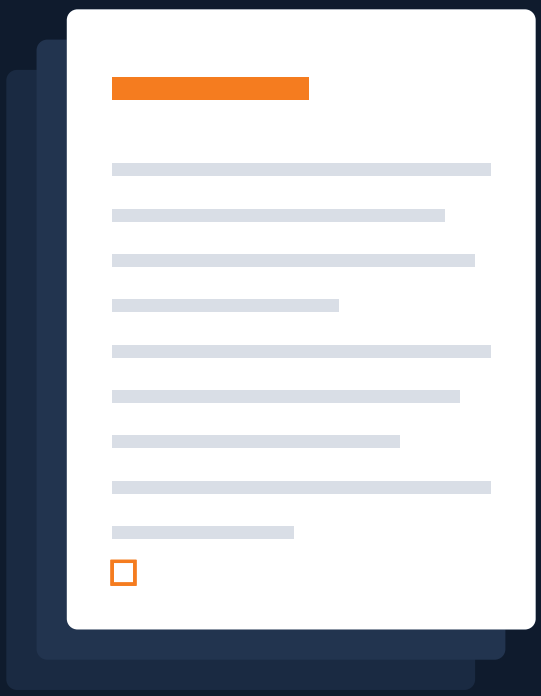
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FREE TEMPLATE

GAME DESIGN

General Game Design Document

A complete game design document structure adaptable to most games.

WHAT IT COVERS

A complete structure adaptable to most games

BEST FOR

Designers, producers and small studios starting any project

About this template

The General Game Design Document is a complete structure that adapts to most games: overview, concept, pillars, core loop, mechanics, controls, story, progression, economy, UI, art and audio, technical requirements and production plan. Fill in what you know, and treat it as a living document that changes as you prototype.

Detail	
What it covers	A complete structure adaptable to most games
Best for	Designers, producers and small studios starting any project

How to use it

- Replace every *[grey bracketed placeholder]* with your own details.
- Delete the orange **Guidance** boxes and green **Example** boxes before you publish or circulate it.
- Add or remove table rows as needed; keep the section order so readers can find things quickly.

Document Control

Game title		**Studio / team**	
Document version		**Lead designer**	
Status		**Last updated**	

Version	Date	Author	Summary of changes
[1.0]	*[DD/MM/YYYY]*	*[Name]*	*[Initial release]*

01 Game Overview

GUIDANCE One page anyone can read in two minutes. If a stakeholder reads nothing else, this should sell the game.

Working title	*[Title]*
Genre	*[Genre / sub-genre]*
Platforms	*[PC, console, mobile]*
Engine	*[Unity / Unreal / Godot]*
Target audience	*[Age, player type, comparable games]*
Session length	*[Typical play session]*
Business model	*[Premium / F2P / subscription]*
Target release	*[Quarter / year]*

02 Concept

GUIDANCE Capture the idea in one sentence (high concept), then a short pitch and the hooks that make it different.

High concept	*[One sentence]*
Elevator pitch	*[2-3 sentences]*

Unique selling points
[USP 1]
[USP 2]
[USP 3]

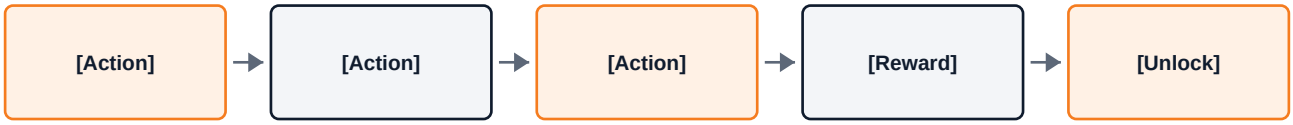
03 Design Pillars

GUIDANCE 3-5 principles every feature is judged against. If a feature doesn't serve a pillar, cut it.

Pillar	What it means	Example decision
[Pillar]	*[Meaning]*	*[Decision]*

04 Core Gameplay Loop

GUIDANCE *Show the loop the player repeats most, then the longer-term loops around it.*



Moment-to-moment	*[What the player does second to second]*
Session loop	*[What a session achieves]*
Long-term loop	*[What keeps players returning]*

05 Mechanics & Systems

GUIDANCE *Describe each mechanic: how it works, why it exists, and which pillar it serves.*

Mechanic	How it works	Pillar served
[Mechanic]	*[Rules]*	*[Pillar]*

06 Controls

GUIDANCE *List every action for each input method.*

Action	Gamepad	Keyboard / mouse	Touch
[Move]			
[Primary action]			

07 Story, World & Characters

GUIDANCE *Keep narrative brief here; link to a separate narrative bible for scripts.*

Premise	*[Setting and inciting event]*
Story structure	*[Acts / chapters]*

Character	Role	Personality / hook
[Name]	*[Role]*	

Character	Role	Personality / hook

08 Levels & Progression

GUIDANCE *Show how the player grows and how content unlocks.*

Area / level	Theme	Unlock condition	Est. playtime
[Area]			

09 Economy & Monetisation

GUIDANCE *List every resource, where it comes from and where it goes. State what will never be monetised.*

Resource	Source (faucet)	Use (sink)
[Currency]		

Monetisation	*[Model and what is sold]*
Post-launch	*[DLC / updates]*

10 UI / UX & Accessibility

Screen	Purpose
[HUD]	

	Item
☐	*[Subtitles and text size options]*
☐	*[Remappable controls]*
☐	*[Colour-blind support]*
☐	*[Assist / difficulty options]*

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11 Art & Audio Direction

GUIDANCE *Describe the look and sound in words and link mood boards.*

Visual style	*[Style, palette, references]*
References	*[Games / films / art]*
Music	*[Style / instruments]*
SFX	*[Feel]*

12 Technical Requirements

Target specs	*[Min spec / frame rate]*
Save system	*[Auto / manual / cloud]*
Localisation	*[Languages]*
Tools / middleware	*[Tools]*

13 Production Plan

GUIDANCE *Milestones with clear exit criteria.*

Milestone	Timeline	Exit criteria
[Prototype]		
[Vertical slice]		
[Alpha]		
[Launch]		

Risk	Mitigation
[Risk]	*[Plan]*

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