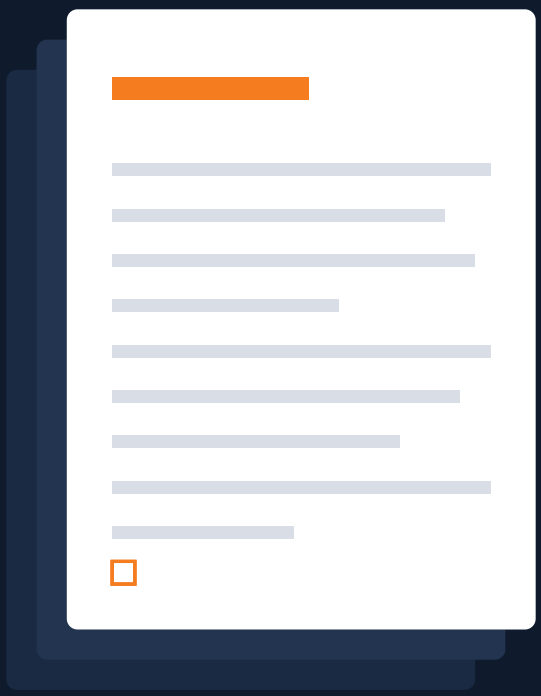
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GAME DESIGN

Indie Game Design Document

A lean GDD for small teams covering responsibilities, limited budgets and essential features.

WHAT IT COVERS

Small-team responsibilities, limited budgets, essential features

BEST FOR

Solo developers and small indie teams

About this template

The Indie GDD is built around constraints. It keeps the vision clear, forces you to separate must-have from nice-to-have features, and ties every decision to your real team, budget and timeline, which is where most indie projects fail.

Detail	
What it covers	Small-team responsibilities, limited budgets, essential features
Best for	Solo developers and small indie teams

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 Vision

High concept	
Why this game, why us	*[What makes your team the right one to make it]*
Comparable titles	*[2-3 games and how yours differs]*

02 Team & Responsibilities

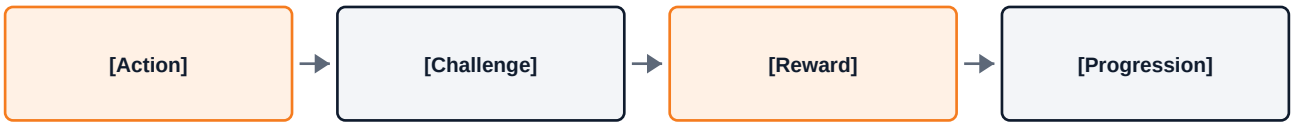
GUIDANCE *Be honest about who does what and how many hours each person has.*

Name	Role(s)	Hours / week	Owns
[Name]	*[Design, code]*	*[20]*	*[Gameplay, build pipeline]*

03 Budget

Item	Cost	Notes
[Engine / tools]		
[Art / audio contractors]		
[Marketing]		
[Platform fees]		
Total		

04 Core Loop & Pillars



05 Feature Scope (MoSCoW)

GUIDANCE *Cut ruthlessly. Only 'Must' features block launch.*

Feature	Priority	Effort (days)	Owner
[Feature]	*[Must / Should / Could / Won't]*		

06 Minimum Viable Product

GUIDANCE *Define the smallest version that proves the game is fun.*

	Item
☐	*[Core mechanic playable]*
☐	*[One complete level / loop]*
☐	*[Basic UI and save]*
☐	*[Playtested with 5+ people]*

07 Milestones

Milestone	Target date	Deliverable
[Prototype]		
[Demo / Next Fest]		
[Launch]		

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08 Marketing & Community

Store page live by	
Wishlist target	
Channels	
Press / creator outreach	

09 Risks & Mitigation

GUIDANCE *List what could go wrong, how likely and serious it is, and what you will do about it.*

Risk	Likelihood	Impact	Mitigation	Owner
[Risk]	*[L/M/H]*	*[L/M/H]*	*[Action]*	*[Role]*

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