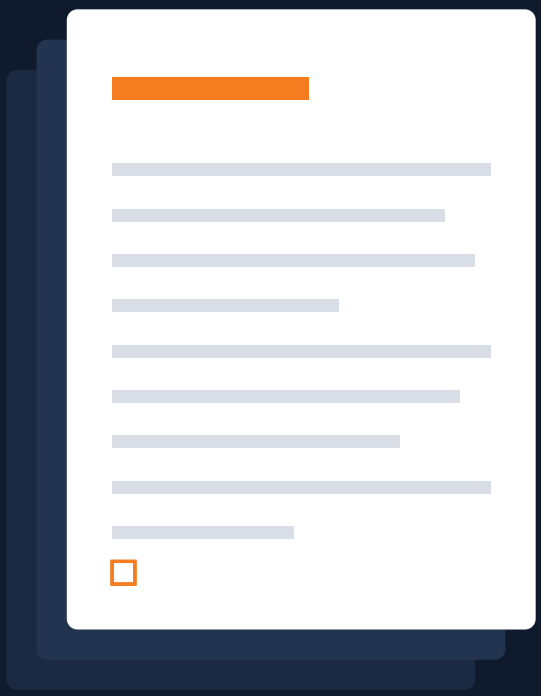
Documentation
Services Lab



FREE TEMPLATE

GAME DESIGN

Platformer Game Design Document

A platformer GDD covering movement, jumping, obstacles, enemies and level layouts.

WHAT IT COVERS

Movement, jumping, obstacles, enemies, level layouts

BEST FOR

2D and 3D platformers

About this template

Platformers are about feel. This template pins down movement and jump numbers, then documents obstacles, enemies and how levels teach and test those mechanics.

Detail	
What it covers	Movement, jumping, obstacles, enemies, level layouts
Best for	2D and 3D platformers

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 Overview

High concept	
2D / 3D / 2.5D	
Camera	
Target difficulty	

02 Movement Metrics

> ***GUIDANCE*** *Record exact values so level designers can build to them.*

Metric	Value	Notes
Run speed	*[units/s]*	
Acceleration / deceleration		
Jump height (min / max)		
Jump distance		
Air control		
Coyote time	*[ms]*	
Jump buffer	*[ms]*	

03 Player Abilities

Ability	Input	Unlocked in	Purpose
[Double jump]			
[Wall jump]			
[Dash]			

04 Obstacles & Hazards

Hazard	Behaviour	Damage / effect	First appears
[Spikes]			

05 Enemies

Enemy	Movement pattern	Attack	How to defeat	First appears

06 Level Design Principles

> ***GUIDANCE*** *e.g. introduce a mechanic safely, test it, then twist it.*

- [Teach > test > twist]
- [Checkpoint spacing: every ... seconds]
- [Secret / collectible placement rules]

07 Level List

Level	Theme	New mechanic	Collectibles	Target time
1-1				

08 Level Layout Sketch

Layout
[Sketch level layout: start, checkpoints, hazards, secrets, goal]

Documentation
Services Lab

YOUR TEMPLATE IS READY. YOUR TIME IS LIMITED.

Need this document written, reviewed or formatted for you?

Documentation Services Lab turns your processes, systems and know-how into clear, audit-ready documents your team will actually use. Hand us your notes, recordings or rough drafts and we deliver a finished, on-brand **Platformer Game Design Document** and anything else you need.

SOPs & process docs

Standard, checklist, visual and compliance SOPs, process maps, operations manuals.

Technical & API docs

API references, integration guides, manuals, specs and knowledge bases.

Quality & compliance

ISO-ready QMS documents, registers, audit checklists, training records.

Project & construction

Charters, plans, RFIs, submittals, daily reports, closeout packages.

Book a free consultation >

cal.com/documentationservices/inquiry

Visit our website >

documentationserviceslab.com

Free to use and adapt for your own organisation. Remove the orange guidance boxes before publishing.

© Documentation Services Lab