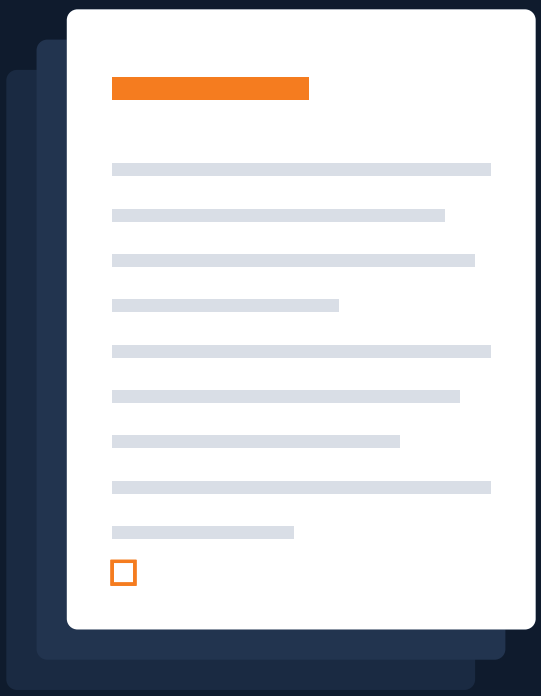
Documentation
Services Lab



FREE TEMPLATE

GAME DESIGN

Strategy Game Design Document

A strategy GDD covering resources, units, economies, AI behaviour and victory conditions.

WHAT IT COVERS

Resources, units, economies, AI behavior, victory conditions

BEST FOR

RTS, 4X, tactics and grand strategy

About this template

Strategy games are systems of numbers that must stay balanced. This template documents resources, economy flow, factions and units, AI behaviour and win conditions so balance changes are deliberate and traceable.

Detail	
What it covers	Resources, units, economies, AI behavior, victory conditions
Best for	RTS, 4X, tactics and grand strategy

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	
Sub-genre (RTS / 4X / tactics)	
Turn-based or real-time	
Match length	
Map scale	

02 Resources & Economy

Resource	How gathered	Spent on	Cap / storage



03 Factions

Faction	Playstyle	Strengths	Weaknesses

04 Units

GUIDANCE *Keep the numbers here so balance changes are traceable.*

Unit	Cost	HP	Attack	Range	Speed	Counters	Countered by

05 Buildings & Tech Tree

Building / tech	Cost	Prerequisite	Unlocks

06 AI Behaviour

Difficulty	Economy behaviour	Military behaviour	Cheats / bonuses
Easy			
Normal			
Hard			

07 Victory & Defeat Conditions

	Item
☐	*[Conquest]*
☐	*[Economic]*
☐	*[Score / time limit]*
☐	*[Objective-based]*

Defeat condition	

08 Balance Plan

Balance targets (e.g. win rates)	
Telemetry tracked	
Patch cadence	

Need it written for you? Book a free consult

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 **Strategy 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