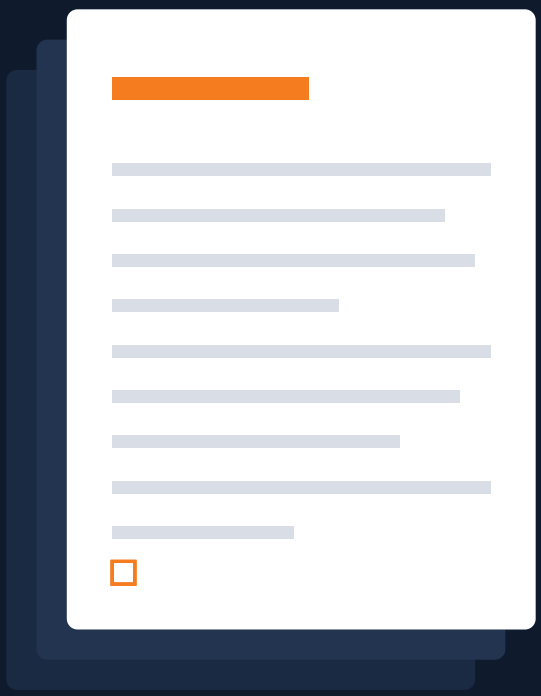
Documentation
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FREE TEMPLATE

GAME DESIGN

Multiplayer Game Design Document

A multiplayer GDD covering player roles, matchmaking, networking, balancing and moderation.

WHAT IT COVERS

Player roles, matchmaking, networking, balancing, moderation

BEST FOR

Online co-op, competitive and social games

About this template

Multiplayer adds systems single-player games never need: matchmaking, netcode, anti-cheat, balance across players and community safety. This template covers each so design and engineering agree before servers are built.

Detail	
What it covers	Player roles, matchmaking, networking, balancing, moderation
Best for	Online co-op, competitive and social games

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		**Mode(s): co-op / PvP / MMO**	
Players per match		**Match length**	
Cross-play?			

02 Player Roles

Role / class	Responsibility	Key abilities	Counter-play

03 Game Modes

Mode	Players	Objective	Ranked?

04 Matchmaking

Skill rating system	
Party size rules	
Queue time target	
Backfill / leaver handling	
Regions	

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05 Networking & Infrastructure

Item	Decision
Network model	*[Client-server / P2P / rollback]*
Tick rate	
Latency target	
Hosting	
Anti-cheat	

06 Balancing

Balance targets	
Data tracked	
Patch cadence	
Feedback channels	

07 Social Features

	Item
☐	*[Friends list]*
☐	*[Parties]*
☐	*[Voice / text chat]*
☐	*[Clans / guilds]*
☐	*[Spectate / replays]*

08 Moderation & Safety

GUIDANCE *Protect players from abuse and cheating.*

Issue	Prevention	Reporting	Sanction
[Toxic chat]			
[Cheating]			
[Griefing]			

Code of conduct link	

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Age / parental controls	

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