Game Name

- Subtitle | Tagline | Game Goal -

Your Game Mockup
www.bestsmartphone.games

1. Overview

This section covers the overall scope of the project, the design focus elements, overall details and high level monetization strategy.

1.0 Game Rule Set

If I'm designing a game based on established mechanics or rules I usually include a quick starter that explains the rules of the game at the top. Feel free to remove, delete or skip this section IF this doesn't apply to you and just start with the High Level Goals.

This section is mostly focused on games such as Bingo, Card Games (Poker, Uno), Sudoku, etc.

1.1 High Level Goals

What are the high level goals you're trying to achieve? Do you want to make an extremely polished Space Invader game? Are you making a reactive RPG where the NPC's lives are heavily simulated? A Card Game for blind people that provides auditory feedback?

This section is for your most important or impressive goals. Detail them and use this section to get your team aligned.

1.1.1 One Line Pitch

A one line entry describing what's cool about your game. Imagine you have 5 seconds to convince someone to give you a million dollars so you can make your game.

1.2 Overall Design

What are the important design factors that shape your game? Does it have to only work in Landscape? Do you need special hardware to play and must the game be accessible fully or designed fully with that hardware in mind?

1.3 Monetization

What's the monetization plan? IAP's? Ads? Premium experience? Describe what services you want to integrate for monetization and how the monetization itself will work. If you're using IAPS give some examples of what you'll want to make available for purchase.

2. Gameplay

This section covers all areas related to gameplay, from different game modes to, effects and animations, as well as control schemes and interactions.

2.1 Game Modes

What are the game modes? Is there only campaign gameplay? Storyline only? Is there a training mode? Quick Battle? Club management? New Game+? Offer an overview of your game modes here.

2.1.1 Game Mode 1

Go into detail about how each game mode is supposed to work. Don't shy away from describing rules, scoring and objectives for the game.

2.1.2 Game Mode 2

2.1.3 Game Mode 3

2.2 Control and Interaction

What are the control schemes for the game? Is there a keyboard only option? Is the game fully playable with a mouse? Can you use a gamepad? Hotas? Voice Control? Detail every single control option available and try to list caveats and issues that can arise from using them. What limitations are there? Can you freely control the camera with the gamepad or is it a mouse exclusive feature?

P.s. there's no reason to have 4 control schemes. You can have 1 or 20, it's up to you. Do not fall into the mistake of trying to devise 4 different control schemes just because this template has 4 entries here.

2.2.1 Control Mode 1

2.2.2 Control Mode 2

2.2.3 Control Mode 3

2.2.4 Control Mode 4

2.3 The Game's World

How the game's world looks like. Where is the world set? What defines the world? What does the world look like?

2.3.1 Game Levels and Progression

Is it a holistic, level based game? Is it open world? How does the player switch between levels? If it's an open world game does it integrate the interiors in the Open World?

2.3.2 Level Design Principles

2.3.3 Level Structure

3. User Interface & Navigation

This section covers the UI, UX and Navigation aspects of the game, contains wireframes and details UI changes between game modes as well as information on the theming options available in the game (if you use skins or adjustable control layouts)

3.0 Overview of the interface

3.1 Screen / Scene 1

Your Game Mockup
www.bestsmartphone.games

3.2 Screen 2

Your Game Mockup
www.bestsmartphone.games

3.3 Screen 3

Your Game Mockup
www.bestsmartphone.games

3.4 Screen 4

Your Game Mockup
www.bestsmartphone.games

4. Technology and Planning

This section covers the technology used to develop the game, and overview of the tasks, bottlenecks, implementation and required assets to build the game. It also contains an estimation of how long development should last and when the tentative release date is.

4.1 Technology and Integration

Game Center API for iOS? Play Store integration? Are you releasing the game on STEAM and want steam features? Detail all the integration or main features from the specific platform you want. Especially useful when working with 3rd party developers.

4.2 Save File Data

Having a plan on what data I expect to be serializing has really saved my proverbial ars quite a few times. Stuff like player's name, location in the world, rotation, position, animation state, inventory, completed quests, etc. Allow yourself to go nuts in this section. Be very in depth and as technical as possible. When you're developers will look over all of this data it will spark and trigger questions that will help streamline development.

4.5 Development Timeline

Each stage of development should be estimated in advance. Useful to calculate how many man hours of work is expected.

4.5.1 Pre-Production

Pre-Production Phase Start: Start-Date
Pre-Production Phase End: End Date
Total Man Hours: number of hours split between Programming / Design / Art

[Design]
- Design Task 1
- Design Task 2
- Design Task 3

[Programming]
- Programming task 0
- Programming task 1
- Programming task 2

[Art]
- Art task 1
- Art task 2
- Art task 3

4.5.2 Production

Production Phase Start: Start Date
Production Phase End: End Date
Total Man Hours: number of hours split between Programming / Design / Art

[Design]
- Design Task 1
- Design Task 2
- Design Task 3

[Programming]
- Programming task 0
- Programming task 1
- Programming task 2

[Art]
- Art task 1
- Art task 2
- Art task 3

4.5.3 Pre-Release

Pre-Release Phase: Start Date
Pre-Release Phase End: End Date
Total Man Hours: number of hours split between Programming / Design / Art

[Design]
- Design Task 1
- Design Task 2
- Design Task 3

[Programming]
- Programming task 0
- Programming task 1
- Programming task 2

[Art]

- Art task 1
- Art task 2
- Art task 3
-

4.6 Budget

Total Hours: X hours
Cost Per Hour: $30 (the average rate at which you pay your devs/artists/designers / hour)
Estimated Implementation Cost: total man hours from all stages * cost per hour = $XXXX
Asset Budget: Your budget for asset store models, sounds, sfx. Everything that's non-custom work (Tree Packs, Vegetation Packs, sound Packs, etc)
Total Estimated Budget: $XXXX + Asset Budget

4.7 LiveOPS and Possible Ports

How are you planning to support the game post-launch? Are there gonna be any ports?