



MED GAIMS

Game Design Document (GDD)

Name of the game

Last updated:





Instructions for filling in the Game Design Document (GDD)

The GDD is the document that provides the game's general information. It includes the game's concept, storytelling, mechanics, aesthetics, and platform.

The GDD document has 3 parts:

Part 1: GDD Game Overview: a short document with a brief description of all the contents in a short mode. The intention of this document is to provide with a quick overview of the game.

Part 2: GDD Game Detailed Description: This part of the document is where the information about the game is explained in much more detail. This part of the document is alive with the different evolutions of the game. It has to include detailed mechanics, rewards, images, assets, and everything relevant to the game.

This part is updated with every milestone of the game development timeline.

Part 3: Quality of game. The game has to be summarized from a technical and territorial perspective. The final beneficiaries of the demonstration & analysis would be the destination managers.





List of versions

Version	Date	Author



Part 1: GDD Game Overview: a brief description of all the contents in a short mode, 2 or 3 sentences for section.

1.1. GENERAL INFORMATION

- Name of the game:
- Game coordinator:

1.2. GAME OVERVIEW

[A brief overview]

1.3. GOAL

[What is the goal of the game? What has the user to accomplish in order to finish the game?]

1.4. USER

[What is the user type of this game?]

1.5. MAIN DETAILS

[Short description of the game]

a. Context

- i. Theme [What is the general theme of the game?]
- ii. Heritage [Where is the game set?]
- iii. Content [What is the content of the game? What are its historical components? Characters and historical facts.]
- iv. Actors involved [Are any local actors involved in the game?]

b. Game

- i. Storytelling [Short description of the storytelling around the game. Split in 2 concepts]
 1. Story [What story are we going to explain? What story is the user going to live.]
 2. Character description [Are there any characters involved? Who are they?]





- ii. Technology: [*What platform is the game going to be developed and played? analog or digital? A short description of the type of platform*]

- iii. Mechanics: [*How is the game internally working. Short*]

- iv. Art: [*explain a general overview related with the visual appearance of the game.*]



Part 2: GDD Game Detailed Description: This is the document where the information about the game is explained much more detailed. You can use the information provided in part 1 as a starting point, so a copy/paste action is ok.

2.1 GENERAL INFORMATION

- Name of the game:
- Game coordinator:

2.2 GAME OVERVIEW

[A brief overview]

2.3 GOAL

[What is the goal of the game? What has the user to accomplish in order to finish the game?]

2.4 USER

[What is the user type of this game? Which knowledge do we have about them? A description of the target audience of the game. Include “ user persona ” profile.]

2.5 MAIN DETAILS

[Short description of the game separated in parameters]

c. Context

- i. Theme [What is the general theme of the game]?
- ii. Heritage [Description of the place where the game is going to be placed. Images and additional information]?
- iii. Content [What is the content of the game? What are its historical components? Description of the cultural background used in the game. What are we explaining in the game? Which historical facts? Dates? References and articles may be provided.
- iv. Actors involved [Are any local actors involved in the game? Shops? Amateur drama groups? Local guides? Either in the creation of content or in the execution of the game in case of live action games]



d. Game

- i. Game flow: [*Visual game flow of the game. Use a diagram to make understandable the whole game experience?*]
- ii. Storytelling [*Detailed description of the whole storytelling around the game. Split in 2 concepts*
 1. Story [*What story are we going to explain? What story is the user going to live. Which is the starting point and what's the story told during the experience?*]
 2. Character description [*Are there any characters involved? Who are they? Are they real or fictitious?*]]
- iii. Technology: [*What platform is the game going to be developed and played? analog or digital? A description of the exact type of platform description technical information*]
- iv. Mechanics: [*How is the game internally working. What do the players have to accomplish? How do they can reach and finish the game? Are there points, rewards, rankings?*]
- v. Art: [*explain everything related to with the visual appearance of the game. Concepts, arts and images have to be included*]



Part 3: This part provides a view of the quality of games from the technical and territorial perspective

3.1 TECHNICAL INFORMATION

- Playability
- Functionality
- Aesthetics

3.2 TERRITORIAL INFORMATION

- Entertainment
- Educational
- Storytelling
- Image of the destination

