**From Jason Bakker at Gamasutra  
https://www.gamasutra.com/blogs/JasonBakker/20090604/84211/A\_GDD\_Template\_for\_the\_Indie\_Developer.php**

**Intro**

1 paragraph description of the game. Describe your game in as few words as possible, as if you only had seven seconds to explain it to somebody. Attempt to capture the feel of the game - general enthusiasm ("This is a fantastic and exciting 3D platforming game!") is less valuable than text written in-theme, such as:

The dame's gone missing, and, just like always, you're to blame. Now you've gotta beat your way through an undead horde before she's sacrificed to Zombie Jesus... and you didn't even get to eat breakfast. The Battle for Zombie Breakfast is a horror/noir 2D side-scrolling beat-em-up starring Isaiah Stakes.

**Character Bios**

1-2 paragraph description of each of the major characters. Mention in particular how they figure into the game itself, and the way the player will perceive them initially vs. once they get to know them.

**Rough Plot**

4-6 paragraphs. With as little backstory as possible, describe the game from start to finish. Include a rough breakdown of what is cutscene, what is gameplay, etc. With each part of the plot, it should be obvious how it will be presented in the game itself.

**Gameplay Description**

1-2 paragraphs describing each distinct mode of gameplay, starting with core gameplay. For instance, Half Life 2 would first describe general running around and shooting, then twists on the core gameplay (such as the gravity gun), then vehicle sequences.

**Artistic Style Outline**

2-3 paragraphs describing the artistic style and feel. Cover actual in-game art, UI and menus and sound. Mocked up screenshots are preferred, if not, reference art.

**Systematic Breakdown of Components**

A rough outline of what systems will be required (for example, ones that will show up on most lists: 2D and/or 3D renderer, state machine, save/load system, UI system, collision system, particle system, etc). Include special features that, while they may not have their own system, will still need to be accounted for when creating systems (ie. day/night cycles, sound affecting gameplay, etc). If you will be using an API/SDK for a system, note it down - you'll still have to do some work learning/integrating the foreign system.

**Asset Breakdown**

Similar to the System Breakdown, but for visual assets, text and sound.

* Art Assets: List each major area of artwork (Player, Enemies, Worlds, UI/Menus, HUD, Effects), specifying roughly how detailed animations and states will be, and however much you know at this point about the pipeline/programs used.
* Text Assets: Identify major areas (tutorial, tips, scripted dialogue/quests, dynamically presented dialogue, narration), and attempt to gauge the amount of effort required on each section.
* Sound Assets: Similarly, the major areas (In-game sound, UI/HUD feedback sound, music, voice) should be detailed and described.

**Suggested Game Flow Diagram**

The intent of this section is to lay out, step by step, what the player experiences from as soon as they turn on the game until the end. While this can be generic and use a lot of loops (ie. Start Game -> Cutscene -> Tutorial -> loop(Cutscene -> Level -> Results Screen) -> End), it's probably a good idea to attempt to envisage how your game might be able to break up the monotony that is evident in that design.

The great thing about this section is it gets you really thinking about what your game is and how it is presented, as opposed to the amalgam of disjointed ideas in your head. The deeper you get into this Game Flow Diagram, the more confident you will be about what your game is precisely made up of, and what the experience of playing it will be.