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# One Page Game Design Document Template

## Elevator Pitch

A single sentence to quickly describe your game to catch attention and ease players into bigger marketing concepts. (i.e: What does the player do?)

## Design Pillars

Words that set up the foundations of what you're trying to achieve and want the player to experience. These help guide your design and development. (Ex: Stealthy. Strategic. Action)

## Inspirations

Everything is an inspiration. Nothing is completely original. That is okay. List all the games, books, and anything else that influences your game to draw comparisons.

## Story, Core Gameplay, and Mechanics Summary *(Feel free to break these up)*

Establish the core gameplay and/or story perspective. Best case scenario is that each section drives one another. (Ex: A mechanic where an ape smashes through guards to fuel the narrative of escape and survival. Yes, I'm talking about Ape Out)

## Art *(Audio and Visuals)*

Reference the art aesthetics/styles and music/sound similar to what you're trying to achieve.

## Interface and Accessibility

How will players interact with your game on the target platform? List input/control methods, while considering accessibility in terms of motility, vision, auditory, and cognitive abilities.

## Marketing

Describe the promotional/self-distribution plan and unique selling points for your game. If you don't know where to start or feel like you don't have anything to share about your game, share: the journey, what's inspiring you, the games that influenced your project, etc.

Take advantage of social media tags and target communities where your game is a good fit.

## Development Phases

Plan big monthly milestones that you can break up into weekly sprints to help keep you accountable and always progressing to hit a deadline. Example:

**Milestone 1: Discovery.** Filling up this document and refining the overall idea.

**Milestone 2: Production.** Develop and iterate on prototypes, first-playables, beta, etc.

**Milestone 3: Testing.** Quality control and beta testing.

**Milestone 4: Release.** Bug squashing and general polishing.

**Milestone 5: Post Release.** Patches, bonuses, future new content, or in-game events.