



AUSTRALIAN STEM  
**VIDEO GAME  
CHALLENGE**

## GAME DESIGN DOCUMENT TEMPLATE

### TEAM INFORMATION

Team Name		Team Code	
Team Captain (#1)			
Team Member #2			
Team Member #3			
Team Member #4			

### GAME OVERVIEW

<b>Game Title</b>	
<b>What will your game be called?</b> <b>How does the name of your game help potential players to recognise what the game might be about?</b>	
<b>Game Description</b>	
<b>Think of this as a marketing exercise: Sell your game to the reader – what is it about?</b> <b>What kind of game is it?</b> <b>Who is it for?</b>	
<b>Audience</b>	
<b>Who are you making this game for?</b> <b>Is it intended specifically for children? Adults? All ages?</b> <b>Why? How will you show this?</b>	

## Characters/Roles

Who is the game about?

Who/what are the main characters in your game?

What role do they/will they play in the story?

What is their motivation for these roles within the game?

## Environment

Where does the game take place? Under what conditions?

Do these conditions have any effect on the gameplay that you might need to consider?

## Theme

How will your game address this year's Australian STEM Video Game Challenge theme?

# GAMEPLAY/MECHANICS

## Objectives/Goals

What sort of game are you making?

What is the aim of the game? What is the player trying to achieve?

## Perspective

What will be the players' perspective when playing the game?

Will they experience the game from a first-person point of view? From the side (like a platformer)? From a top-down perspective?

Will it be a two-dimensional (2D) or three-dimensional (3D) game?

## Controls

How will players actually play or interact with the game?

What are the controls?  
How will they work?

## Reference Points/ Originality

Are there other games that have similar gameplay mechanics?  
Similar functionality?  
Similar stories or characters?

How will your game be different?

Why will people prefer to play your game over these games?

Is your game different enough to be worth making?  
Why/why not?

# TECHNICAL REQUIREMENTS

## Platform

What environment will the finished product run in?

## Development Environment

What will you use to build your game?

## System Requirements

What sort of system, specifications or peripherals will the end user require in order to play your game?

## Resourcing/ Capability

What tools will you need access to in order to fulfil your technical requirements?

What skills or abilities are required?

Which member(s) of the team will take responsibility for the technical requirements?

## VISUALS/ARTWORK/GRAPHICS

### Style

What will the basic look of the game be? How is this represented in the visual appearance of the characters and environments?

### Process

How will you go about achieving your desired visual style?

How will you get from the concept stage to the finished product?

## TIMELINE

### Deadline

When does your game need to be ready for submission?

### Timeline

How does the deadline affect other components of your game?

What components are the priorities for you to begin work on immediately? What components can wait?

When will your game need to be ready for testing?

## Responsibility

Which member(s) of the team will take responsibility for meeting deadlines? How?

## OTHER CONSIDERATIONS

### Submission Guidelines

How will you ensure that your game is acceptable for submission?

What steps will your team take to ensure that your game adheres to the submission guidelines?

### Other

Are there any other things you might need to consider before you begin work on your game?

