

Game Design Document

Fill this in BEFORE you write a single line of code. The kids who skip this rewrite their game three times. The kids who fill it in finish.

1. Title & tagline

Your game's name:

Tagline (one catchy sentence):

2. The pitch (3 short sentences)

Who is the player?

What do they do?

Why is it fun?

3. Controls

LEFT / RIGHT arrows do:

SPACE bar does:

Any other key?

4. Win condition

The player WINS when:

5. Lose condition

The player LOSES when:

6. Colour palette (your game's mood)

Colour in (or write the RGB numbers in) the three swatches that set the mood. Below each, write what it's for - background, hero, enemy, etc.

colour name	colour name	colour name

7. Must / Should / Could

Be ruthless. Each row is one feature. Most kids put too many things in MUST. A finished simple game beats a broken complex one every time.

MUST (the game won't work without it)	
SHOULD (makes it actually fun)	
COULD (dream features if there's time)	

8. Closest match

My game's pattern is most like Lesson ____ (Imports / Setup / Player / Bullets / Enemies / Score & Font / Game States / Helpers / Game Loop), because ...

9. Sketch your hero (or enemy)

Doesn't have to be good - just a stick figure or 3 stacked shapes. This is what you'll turn into a pygame sprite later.

[illegible]

- ✓ When all 9 sections are filled in, the GDD is done. Pin it above your desk and start coding using the Capstone Starter Pack.