**Game Name Here**

Game Design Document

Copyright information/Author Name/Company name

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Game Design

Summary

 This is the place where you type out a short description of your game

Gameplay

 What is the goal of your game and how do you achieve it?

Technical

Rules of play

This is the area where you list all of the individual rules for basic play.

Mechanics

This is the area that you put anything else that you players need to know. This is also an area where you make an example of a round of play to show players what happens in the game as it is played

Dynamics/Advanced Rules

This is the area that you describe the advanced rules of the game. Also give an example of how each rule plays out just like in the Mechanics section

Level Design

Setting

 This is the area that you describe the overall look of the game and where or when this game would exist. Following descriptions of how each piece fits in the game and how it looks or functions

Objects

 Any extra things in this game that directly influence the game play is described in depth here.

Challenges

 Anything in your game that describes difficulties, bonuses, or level ups is described in detail here

Development

This area describes how the idea for your game came about. It also details chronologically the improvements to the game that have been made and how the game evolved over the course of its development.

Conclusion

This is the area where you make any closing remarks that you wish to about the game. What would you like to see happen with it in the future. What were some particular difficulties that you had to or have to overcome?