

Game Design Document and Production Timeline

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Game Production Timeline

- Inspiration (1 month)
 - Results in game treatment/concept paper
- Conceptualization (3-5 months)
 - Results in design summary/design document
 - Story boards and prototype
- Technical Architecture (2 months)
 - Determine the technical details
 - Results in master technical specification/production document
- Tool Building (4 months)
- Assembly (12 months)
- Levels (4 months)
- Review, Testing, ... (3 months)
- Total (about 2 years)

Inspiration:

Initial Idea and Feasibility

- Go extreme along one dimension of a game
- Mix existing ideas from other games
- Steal ideas (but not characters) from other media:
 - Books, Movies, Comics, ...
- Market Research: surveys, focus groups, ...
- Take a current idea and do it better:
 - Better technology - graphics, sound, AI, ...
 - Better story
 - Different Environment
- Brainstorm, throw out lots of ideas