

ONE-PAGE GDD

BLANK TEMPLATE

Eight boxes. If they fit on one page, you know your game well enough to start building it

YOUR NAME

GAME (WORKING TITLE)

VERSION AND DATE

01 HIGH CONCEPT

Formula: the player is _____, and must _____ (core verb) in order to _____, under the constraint that _____.

☐ tested ☐ untested ☐ undecided

02 GENRE · PLATFORM · AUDIENCE

Give the reader something they already know to compare it to.

☐ tested ☐ untested ☐ undecided

03 CORE LOOP (FROM THE LOOP CANVAS)

Lift this straight from your Loop Canvas. Do not rewrite it.

☐ tested ☐ untested ☐ undecided

04 THREE DESIGN PILLARS

Also from the Loop Canvas. Each one must be able to reject a feature.

1

2

3

☐ tested ☐ untested ☐ undecided

05 KEY FEATURES (3-5)

Only what the game cannot exist without.

- _____
- _____
- _____

☐ tested ☐ untested ☐ undecided

06 ART AND AUDIO DIRECTION

In words, not images. Real references are encouraged.

☐ tested ☐ untested ☐ undecided

07 THE HOOK

Not "nobody has done this" — say who has, then what nobody did inside it.

☐ tested ☐ untested ☐ undecided

08 SCOPE AND SCHEDULE

Length of play, team size, deadline. Skipped often; read first.

☐ tested ☐ untested ☐ undecided

ONE-PAGE GDD

WORKED EXAMPLE

Eight boxes. If they fit on one page, you know your game well enough to start building it

YOUR NAME

Ada

GAME (WORKING TITLE)

Demo game (working title)

VERSION AND DATE

v0.3 — 8 Aug

01 HIGH CONCEPT

A first-person escape game in which the player uses hearing instead of sight to decide when to move and when to stay still.

☐ tested ☒ untested ☐ undecided

02 GENRE · PLATFORM · AUDIENCE

Survival horror · PC (Steam) · players 18-30 who watch streamers play Asian horror

☐ tested ☒ untested ☐ undecided

03 CORE LOOP (FROM THE LOOP CANVAS)

Listen, choose a route, move quietly, the threat closes in — roughly 20-30 seconds per cycle. Each cycle the threat learns your routes and the lantern burns lower.

☒ tested ☐ untested ☐ undecided

04 THREE DESIGN PILLARS

- 1 Silence is the weapon — the quietest player has the most options
- 2 Players lose because they hurried, never because they lacked skill
- 3 Fear comes from what is never shown, so the threat is never rendered

☒ tested ☐ untested ☐ undecided

05 KEY FEATURES (3-5)

- Directional audio as the only sensor
- A lantern that loses fuel every turn
- A threat that remembers routes you have already used

☐ tested ☒ untested ☐ undecided

06 ART AND AUDIO DIRECTION

Degraded videotape image. Light limited to what the lantern reaches. Field recordings made in a real village rather than a library of stock effects.

☐ tested ☐ untested ☒ undecided

07 THE HOOK

Stealth-horror games are crowded, but they all give the player eyes. This one removes sight as a sensor and builds the tension on Isan folk belief instead of haunted-house furniture.

☐ tested ☒ untested ☐ undecided

08 SCOPE AND SCHEDULE

45 minutes to finish · team of 3 · playable paper prototype in week 1, vertical slice in 8 weeks · number of levels still undecided

☐ tested ☐ untested ☒ undecided