	Parts of a GDD	Descriptions	Should you include this?
	Summary		
☐	Game title	The title of your game	Recommended
☐	Logline	A one-sentence description of your game	Recommended
☐	Game Description	3 - 5 Short sentences that describe the key aspects of your game	Recommended
☐	Planned Release Date	The date (or the month/season/year) you will be releasing your game to the public	Recommended
☐	Genre	The category of video games/VR applications that your game falls into	Recommended
☐	Platform	The platform on which your game will be distributed (For example: Rift S, Quest, Go, etc.)	Recommended
☐	Inputs	Any input devices a player would need to play your game (Touch controllers, gamepad, mouse, keyboard, etc.)	Recommended
☐	Monetization Plan	The plan for monetization including Price Point, In App Purchases, DLC, etc.	Recommended
☐	Production Schedule	Schedule for development with planned deliverables and key milestones	Recommended
	Company Info		
☐	Developer Contact Information	The best contact information you or someone from your team can be reached at (Name, email, phone)	Recommended
☐	Developer/Publisher Logos	Logos for your development company (if applicable)	Recommended
☐	Team Size + Roles	The team you have (or need) including their roles on the project and the team size.	Recommended
☐	Developer Bio	A short 1-3 sentence describing the developers. Can include past works or organizations/conmpany affiliations	Recommended
	Game Design		
☐	Comparables	Games or other media that are comparable to yours	Optional
☐	Features	A list of features or mechanics from your game	Recommended
☐	Gameplay Modes	Modes with which your player can play your game (Solo, Co-Op, Online, etc.)	Recommended
☐	USPs	A list of Unique Selling Points that make your game stand out from others	Recommended
☐	Game Loop	The core game play loop or interaction at the heart of the game.	Recommended
☐	Gameplay Length	The average length of content within your game available for a playthrough	Recommended
☐	Scope	Descriptions of the levels or other materials included in the game.	Recommended
☐	Game comfort level	How comfortable your game is for the average VR player (Comfortable, Moderate, Intense)	Recommended
	Art		
☐	Mood Board	A page consisting of images, colors, or screenshots that communicate the art asthetic style of your game	Recommended
☐	Concept Art	Early concept art that visualize the ideas at the foundation of your game	Optional
☐	Screenshots	Screen shots of key moments in your game that highlight aesthetic style, environments, gameplay, characters, or any other points of interest in your game.	Optional
☐	USP GIFs	GIFs illustrating your USPs in gameplay	Recommended
	Production		
☐	Confidential Disclaimer	A legal statement noting that readers of the document will keep its content confidential	Recommended
☐	Ideal User Profiles	Profiles that describe your ideal player and what they like, dislike, or want.	Recommended
☐	Awards/Conferences	Any logos or titles of awards you've received or conferences and competitions you have participated in or are planning to attend.	Optional
☐	Milestone Schedule	Your production schedule detialing your deliverables and your milestones.	Recommended
☐	Budget	Your budget for development and production as well as marketing and any contracting you'll need. Should include team salaries and any software or hardware costs.	Recommended
	Other		
☐	Scholarships/Funding	Any unique scholarships, fellowships, or other funding sources you have received for your game	Optional
☐	Development Software	If the software you are using to develop your game has a unique story within your development, highlight it here.	Optional