



ONE-PAGE GAME DESIGN DOCUMENT

A decision sheet for the game you can explain, test, and build next.

FREE PRINTABLE TEMPLATE

gamedesignndocument.com

PROJECT _____ OWNER _____ VERSION _____ DATE _____

HIGH CONCEPT

genre + setting + hook

Explain the game in two sentences. Name what makes it different.

PLAYER AND PROMISE

who + fantasy + platform

Who is it for, what do they get to feel, and where do they play?

CORE LOOP

write verbs, not features

What does the player repeat, and why do they choose to repeat it?

ACT

>

READ

>

DECIDE

>

CHANGE

>

REPEAT

THREE DESIGN PILLARS

rules that settle arguments

1

2

3

BUILDABLE SCOPE

make the boundary explicit

PROTOTYPE

What must be playable to test the core risk?

VERTICAL SLICE

What proves production quality and repeatability?

NOT IN THIS BUILD

What tempting work is deliberately excluded?

SYSTEMS AT A GLANCE

show flows and pressure

INPUTS

actions, time, resources

RULES

transforms, thresholds, edge cases

OUTPUTS

rewards, state changes, feedback

ART AND AUDIO DIRECTION

mood + constraints

References clarify intent; constraints make it buildable.

RISKS AND UNKNOWNNS

what could invalidate this?

Name the assumptions that need evidence, not optimism.

DECISION AND NEXT TEST

who decides what, by when?

DECISION REQUESTED

NEXT PLAYABLE TEST
