



The Developer Team at Dream Harvest Use MindMeister to Create Game Design Documents and Share Their Vision in a Meaningful Way.

“Mind mapping has given our GDD a more colourful and interesting form, which has allowed for easier digestion, more productive updating as well as improved engagement and iteration of ideas within the document itself.”

Leigh Radmore, Level Designer

At a Glance...

- ★ Easy sharing & collaboration brings the whole team onto the same page
- ★ Embedding of links, images & files as well as version control
- ★ Easier digestion, more productive updating & improved engagement

Website

www.dreamharvest.co.uk

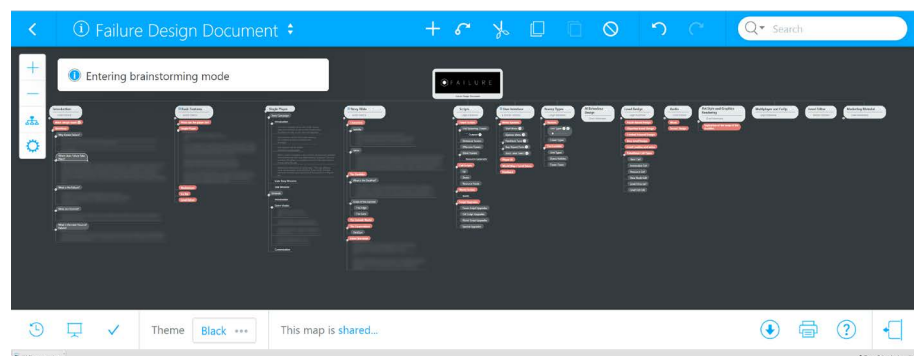
What Is a Game Design Document?

“A game design document (GDD) is the bible that we as game developers try to stick to when developing a game,” explains Justin French, Creative Director at Dream Harvest. “It contains everything from the game’s original concept to story and game mechanics as well as art and audio direction. Often it will also contain information about the technical elements of the game such as the game engine, information about rendering, AI and other complex bits. Its main purpose is to keep the team on the same page throughout development, which is key in any games development project but is invaluable if you work in a distributed studio

Why a Mind Map?

“For our RTS game *Failure* we were originally using a traditional Word document for the GDD, but we had been struggling with the way these linear documents are usually laid out,” says Core Gameplay & Level Designer, Leigh Radmore. “They consist of a long and indistinct collection of paragraphs and pages, which have proved difficult to digest and time consuming to update.

“So we decided to take a more diagrammatic approach to the GDD by turning it into a large mind map. That, as it turned out, was extremely useful in breaking down the large amount of information into manageable sections that are more enjoyable to peruse. Updating and attaining information was also a lot easier compared to before when we had to search for it within pages and pages of endless text.



Dream Harvest's GDD in org chart mode. Click on the image to open an enlarged version in your browser.



About Dream Harvest

- ★ Indie core game developer
- ★ Based in the UK & Switzerland
- ★ Founded in 2013

Why MindMeister?

"We are using MindMeister to create our mind maps because it allows for live collaboration and has a whole host of tools that make it ideal for extensive documentation, such as external linking, image and file embedding and version control.

The Result

"I am much happier in the route we are taking," says Leigh. "It has given our GDD a more colourful and interesting form, which has allowed for easier digestion, more productive updating as well as improved engagement and iteration of ideas within the document itself. It is certainly looking like an evolution in documentation could help us all make strides in the future of development."

"Don't forgo documenting your ideas – perhaps the traditional route is right for you and your team, but if not, find a solution that allows you to stay productive and share your vision in a manageable way."