

**The GDD 🞂**

Your Game Development Diary allows you to document your progress throughout the stem video game challenge. It is a key part of the game making process and is an important part of the Australian STEM Video Game Challenge.

Your completed GDD will show us how you made your game, what decisions you made, references/ resources you used and how your work has evolved. **The template provided on the next two pages is a great start.** You can copy the last page and use it for the different elements of your game.

**Recommended sections for each entry on your GDD are 🞂**

Challenges 🞂

What challenges have you faced? How have they been overcome? What is left to address?

References 🞂

Have you used material from other sites, repositories, or resources? Why have you used them, where are the originals located, and what are they bringing to your work?

**Section headings you might use 🞂**

Visuals 🞂

What have you been working on? What have you been using? Are you planning or building?

Sound 🞂

What have you been working on? What have you been using? Are you recording? Composing?

Writing 🞂

What have you been writing? Have you been writing story or dialogue?

Gameplay 🞂  
What kind of game are you making? How does it play? What have you been doing to create gameplay?

Authoring 🞂

What are you coding your game in? How is the coding process going? Have you encountered major bugs? Is the game able to be played yet?



Individual/Team name 🞂

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Team members 🞂 Team roles 🞂

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School 🞂

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Game title 🞂

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Game description 🞂

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Game STEM Content 🞂

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Platform 🞂

Eg : Windows, OSX, iOS, android

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Focus 🞂

Eg : Visuals, Sound, Writing, Gameplay, Authoring

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Content examples 🞂

Copy and paste some examples of your work – images from the game, images of characters, development sketches, sample text, or design notes are all acceptable.

Challenges 🞂

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References 🞂

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