

Lab 03 – Idea Selection

Návrh a vývoj počítačových hier

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Task – Prepare your idea – 20min

- What is the core idea?
- How do you control it?
- SHOW ME A PICTURE
- It should be super simple - embarrassingly
- Genre, platform, target audience, (business model)
- Closest competitor (gameplay)
- Why would I play your game instead of the closest competitor?
 - Unique selling point
- You then have 2 minutes to explain it to me