

Lab 04 – GDD

Návrh a vývoj počítačových hier

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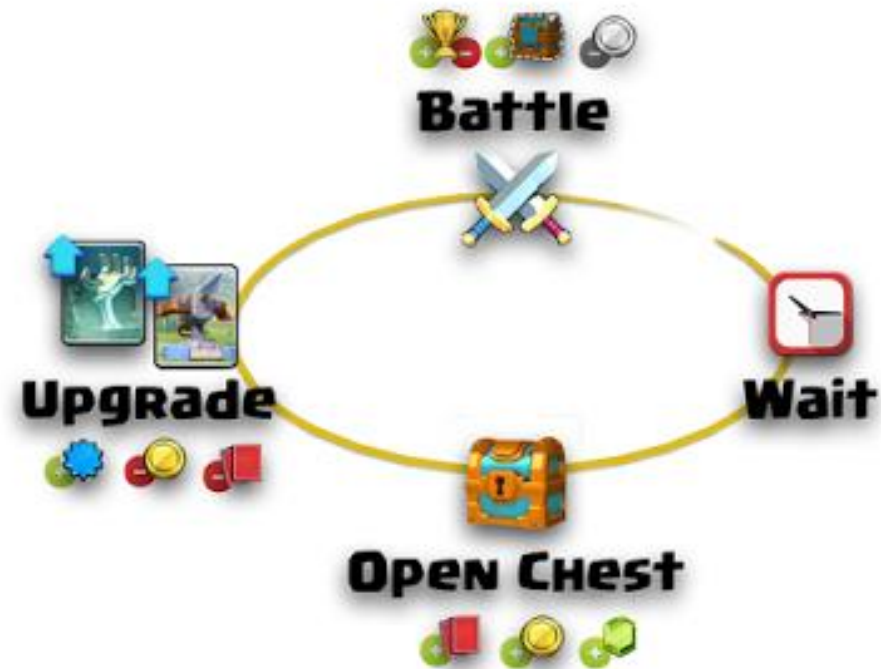
11. 10. 2018

Task 1 –GDD draft (45min)

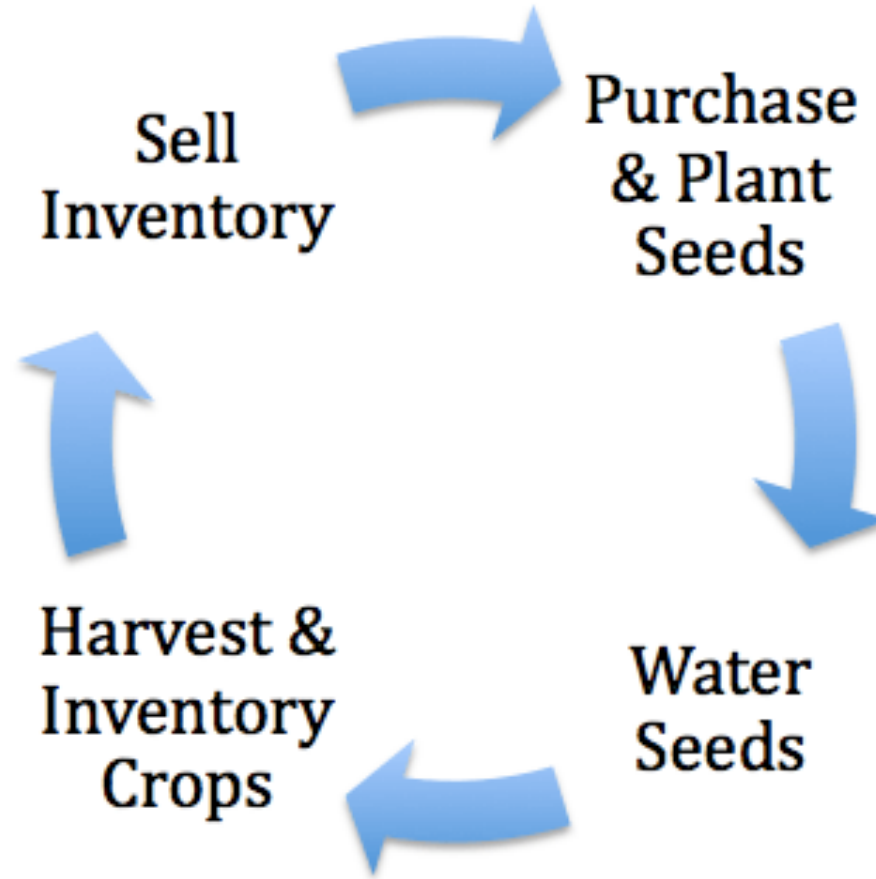
- Make a google doc
 - Share it with your partner if you have a team project
- Write down a GDD draft
 - Short game description - “Elevator pitch”
 - Genre, Platform, Target audience
 - Game Mechanics
 - Core mechanics first
 - Meta mechanics second
 - Core Game Loop
 - Controls, camera, art-style...

Core Game Loop – Clash Royale

Core Loop



Core Game Loop – Farmville



Core Game Loop – Overwatch

1. Join a game
2. Play the level until victory/defeat
 - a. Fight until you die
 - b. Watch how you died
 - c. Respawn
 - d. Run towards the fight
3. View game stats & commend players
4. Collect loot box
5. Change gear
6. Return to 1

Task 2 – Reading other GDDs (25min)

- Create “team pairs”
 - with someone who has no idea what your game is about
- Exchange your GDDs – share in GDocs “can comment”
- Read the other team’s GDD and COMMENT in GDocs
 - What is unclear?
 - What is missing?
- DO NOT READ comments on your GDD from other people just yet!

Task 3 – Share your thoughts (30min)

15min per game

1. Explain the game to the other team
 - As you understand it from the GDD
 - The other team should write down what was misunderstood/missing
2. Go through the comments
 - Comment on comments, do not “resolve”