

Lab 03 – GDD

Game Design Document

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier
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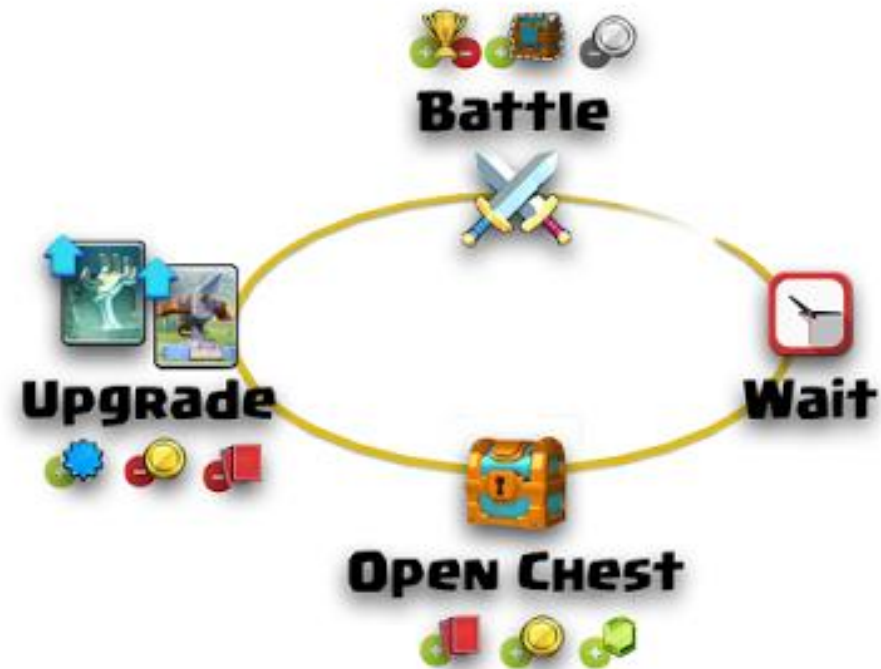
**Idea approval deadline
18. 10. (Sunday)!**

Split into groups

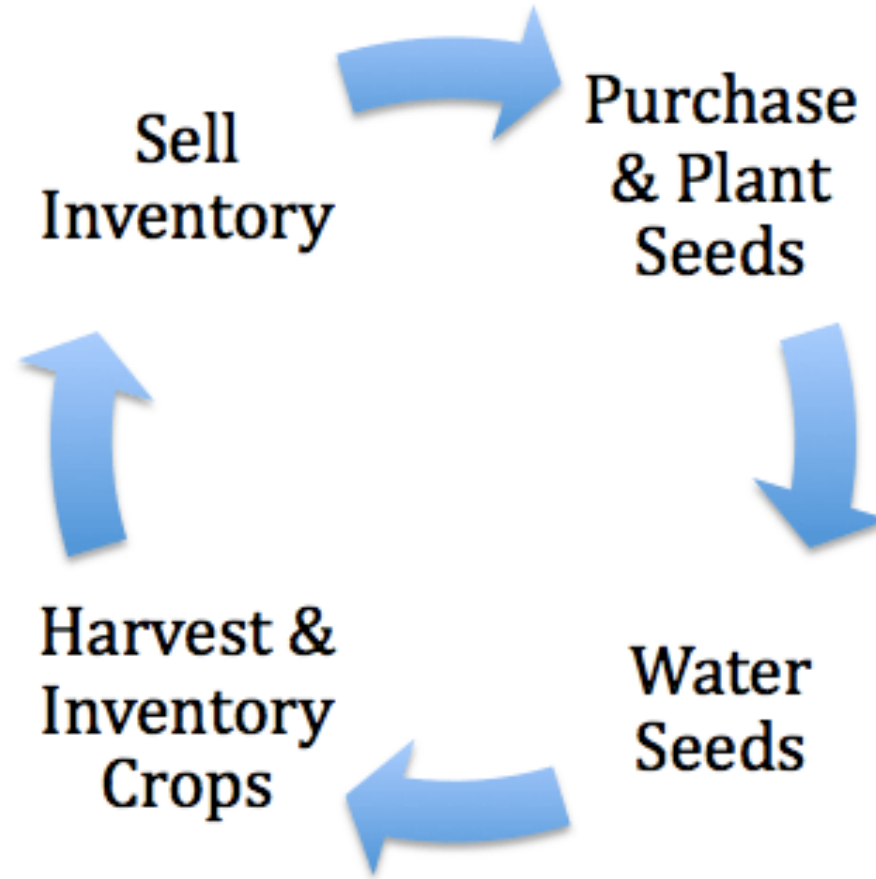
- Same groups as last time
- If you have a team project and are in different groups
 - Pick one group and all go there

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 1 – GDD draft (45min)

- **Get together in teams (if on a team project)**
- Make a Google Doc
- Write down a GDD draft
 - Short game description - “Elevator pitch”
 - **Genre, Platform**
 - **Game Mechanics**
 - Core mechanics first
 - Meta mechanics second
 - **Core Game Loop**
 - Target audience
 - Controls, camera, art-style...

No idea yet?

Make a GDD of the last game you played

Picture > 1000 words

<https://jamboard.google.com/>

<https://www.diagrams.net/>

Task 2 – Reading other GDDs (10min)

- Create team pairs (2 teams of equal size)
 - **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 make notes
 - What is unclear?
 - What is missing?
 - Be thorough! Provide lots of **constructive criticism!**

Task 3 – Share your thoughts (40min)

1. Describe to us the other game in 2-3 sentences
 - As you understand it from the GDD
 - Tell us what is unclear/missing
2. Discuss further when we're not in the call