

# Lab 03 – GDD

# Game Design Document

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

# Task 1 – GDD draft (50min)

- **Get together in teams (if on a team project)**
- Make a Google Doc
- Create 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...
  - Screens, UI, HUD...

# No idea yet?

Make a GDD of the last game you played

# Picture > 1000 words

Pen & Paper

<https://miro.com/>

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

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

# Task 2 – Reading other GDDs (15min)

- 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 (35min)

1. Describe to the other team their game
  - As you understand it from the GDD
  - Tell them what is unclear/missing
  - Tell them what you would change (**constructive criticism**)
2. Describe it to us in 2-3 sentences
  - When we come for discussion