

Lab 03 – GDD

Game Design Document

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

Task 1 – GDD draft (60min)

- Get together in teams (if on a team project)
- Make a Google Doc **full of pictures!**
- Create a GDD draft
 - Short game description - “Elevator pitch”
 - **Genre, Platform**
 - **Game Mechanics**
 - Core mechanics first
 - Meta mechanics second
 - **Core Game Loop**
 - Target audience
 - Characters, controls, camera, art-style...
 - Screens (flow chart), 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 (25min)

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 teachers in 2-3 sentences
 - When we come for discussion