

Lab 02 – Team Creation & Brainstorming

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier
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Presenting time - 70min

1. Present an idea for a game

OR

2. Present what game dev you did before

Anyone who wants can present

MAX 5MIN

If you are not presenting!

- Look for interesting ideas
- Remember the person presenting
- Find them afterwards

Your goal: **Be in a team you want to be in!**

Brainstorming ideas

PRO TIP: Add constraints!

Constraints

Examples

1. Control with one finger/button
2. Only 3 colors
3. 60 seconds
4. The more you have, the worse it is
5. Two incompatible genre

Got stuck?

Add/change constraints: one of the above, genre, art style

Brainstorming - 30min

1. Brainstorm improvements to your idea

OR

2. Brainstorm game ideas

- **Try to be innovative**, write ideas down
- Keep ideas super simple!
 - Skyrim – **bad**, Pac-man – **good**, Flappy bird – **perfect**
- No evaluating of ideas - build on other ideas instead