

Lab 03 – GDD

Game Design Document

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier
Michal Ferko, Tibor Sloboda
3. 10. 2024

**Idea approval deadline
20. 10. 2024 (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

Task 1 – GDD draft (60min)



Short game description - “Elevator pitch”



Genre, Platform



Game Mechanics – first core, then meta mechanics!



Core Game Loop



Target audience



Characters, controls, camera, art-style...



Screens (flow chart), UI, HUD...

No idea yet?

Brainstorming!

or

Make a GDD for the last game you played, to practice
(maybe it'll give you a game idea!)

Picture > 1000 words

Pen & Paper

<https://miro.com/>

<https://excalidraw.com/>

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

Task 2a – 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 2b – Idea exchange! (40min)



Create team pairs (2 teams of equal size)



Share with them your game idea so far



The other team should ask questions, anything that is unclear about the idea, this will help it become more concrete!



Take notes!

Task 3 – Share your thoughts (25min)

Describe to the other team their game

- As you understand it from the GDD (or verbal exchange)
- Tell them what is unclear/missing
- Tell them what you would change (**constructive criticism**)

Describe it to teachers in 2-3 sentences

- When we come for discussion