

PV266 – Game Development II

Semester Overview

for semester: spring 2023

Task 0 - Teams

- Expected workload: anything between few minutes to few hours
- Submission deadline: 20th of February (including)

Task 1 - GDD update

- Expected workload: few hours
- Submission deadline: 27th of February

Task 2 - Short Games Presentation

- Expected workload: few hours
- Submission deadline: 5th of March
- Event: 6th of March

Task 3 - Playtesting

- Expected workload: several weeks
- Submission deadline: 23th of April (incl.)
- Event: 24th of April

Task 4 - Final Game Submission

- Expected workload: two semesters
- Submission deadline: 4th of June

Task 5 - Public Presentation

- Event: public presentations: TBAL

Just for reference - deadlines from "Algo2" course:

- task 1: 14. 3. 2023
- task 2: 11. 4. 2023
- task 3: 09. 5. 2023