**Game Design II.
2024**

**Assignment 02**

* Bring prototype to the class.
	+ Take an idea / part of an idea from elevator pitches.
	+ Create a prototype.
	+ If the overall game is too complex, pick one of the core gameplay elements/systems/loops and prototype that.
	+ If you have digital game as your final project either (a) bring the digital prototype or (b) consider which part of the game is suitable for paper prototype and create that.
* **Delivery**:
	+ Prototype that can be played in class.
* **Deadlines:**
	+ 7. 3. 2024