**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