**Game Design II.   
2024**

**Assignment 03**

* Write Game Design Proposal for your final project.
* It should consist of:
  + name of the game
  + name of all the developers (student team)
  + target audience + for how many players the game is designed
  + target length of a gameplay instance + overall length of the game from start to finish
  + genres / keywords
  + short elevator pitch description (like steam description)
  + key art
  + game design pillars (3-5)
  + game design anchors & hooks
  + core gameplay loop(s)
  + user gameplay stories (a short description from first person view of what the player experienced in the hypothetical games after the game instance)
  + art moodboard / story description
  + IMPORTANT: What do you personally want to learn during the development of that game?
* **Delivery**:
  + A single document (.pdf/.docx/..) containing all the information regarding the game that you feel are useful for the development uploaded to the vault.
* **Deadlines:**
  + 14. 3. 2024