**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