

## **Game Design II. 2024**

### **Assignment 01**

- Prepare an elevator pitch of your final project (max 5 min)
  - Form a team.
  - Discuss the game design pillars, hooks, anchors, loops; describe them briefly during the pitch.
  - Outline a final project broad strokes game design.
  - Prepare pitch presentation (1-5 slides) of your final project.
  
- **Delivery:**
  - Present the pitch during the class.
  - Upload slides and any relevant documents to IS vault.
  
- **Deadlines:**
  - pitch 29. 2. 2024
  - upload 7. 3. 2024