

**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