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