

PV266 – Game Development II

Semester Overview

for semester: spring 2024

Task 1 – Teams

- Expected workload: anything between a few minutes to a few hours
- Submission deadline: 27th of February (including)

Task 2 – GDD update

- Expected workload: a few hours
- Submission deadline: 5th of March (including)

Task 3 – Short Games Presentation

- Expected workload: a few hours
- Submission deadline: 12th of March (including)
- Event: 13th of March

Task 4 – Playtesting

- Expected workload: several weeks
- Submission deadline: 14th of May (including)
- Event: 15th of May

Task 5 – Final Game Submission

- Expected workload: two semesters
- Submission deadline: 9th of June (including)

Task 6 – Public Presentation

- Event: public presentations: TBAL

Just for reference - deadlines from "Algo2" course - from 2023... need to be updated:

- task 1: 14. 3. 2023
- task 2: 11. 4. 2023
- task 3: 09. 5. 2023