

PV266 – Game Development II

Task 2 – GDD Update

Spring 2024

Submission deadline: March 5th, 2024 (including)

Summary: Create/update the Game Design Document for your game.

Detailed description:

1. It should contain all “the usual” stuff (the name of the game, team members, short description, Unique Selling Points, mood-board, target audience, etc. – see GDD task from PV255 for details). Extend the mood-board (or create a second one) of “final” visuals with several screenshots of the game’s current state (if any).
2. Finally, create/update the **realistic time plan**. Use the [Gantt Chart](#) to visualize the tasks schedule. Include all major tasks you are planning – coding, assets authoring, testing and polishing, etc. Each of these categories should be broken down into a reasonable number of small development tasks. The chart’s final task will be the “release”, which will be scheduled for June 9th, 2024.
 - You can use [various tools](#) to create Gantt charts, or you can do them from scratch. There is also an [Excel template](#) for Gantt charts you can use. In the case of using this template, you can treat “periods” values as days since the project started and write real dates above them (to not break automatic highlight).
3. Submit a final GDD in PDF format into the homework vault.

During the creative process and later through the whole production of your game, keep in mind the legal aspects of game development – especially about using 3rd party IP (intellectual property) and assets. It is not OK to base your game on famous brands such as Harry Potter or Star [Wars/Trek/Gate] without having a proper license. Usage of 3rd party assets (e.g., 2D or 3D graphics, audio) is allowed to a reasonable extent – if such assets are published with a “good” license. But you should always give credit to the original authors.

Deliverables: PDF file with GDD.