

Course Overview

Tvorba a dizajn počítačových hier (FMFI)

Návrh a vývoj počítačových hier (FIIT)

24. 9. 2026

Michal Ferko

Michal Ferko

- Lead Client Engineer (Unity) @Charged Monkey
- Lecturer @FMFI UK, @FIIT STU, @VŠMU

Previously

- Senior Unity Dev @CrazyLabs [4y]
- Lead Unity Dev @PowerPlay Studio [4y]
- CEO & Co-founder @eof studios [5y]
- PhD in real-time rendering @FMFI UK [4y]
- Butterfly Effect, Summer Game Dev



WR: 9.58
PB: 11.82



LAP 10/10

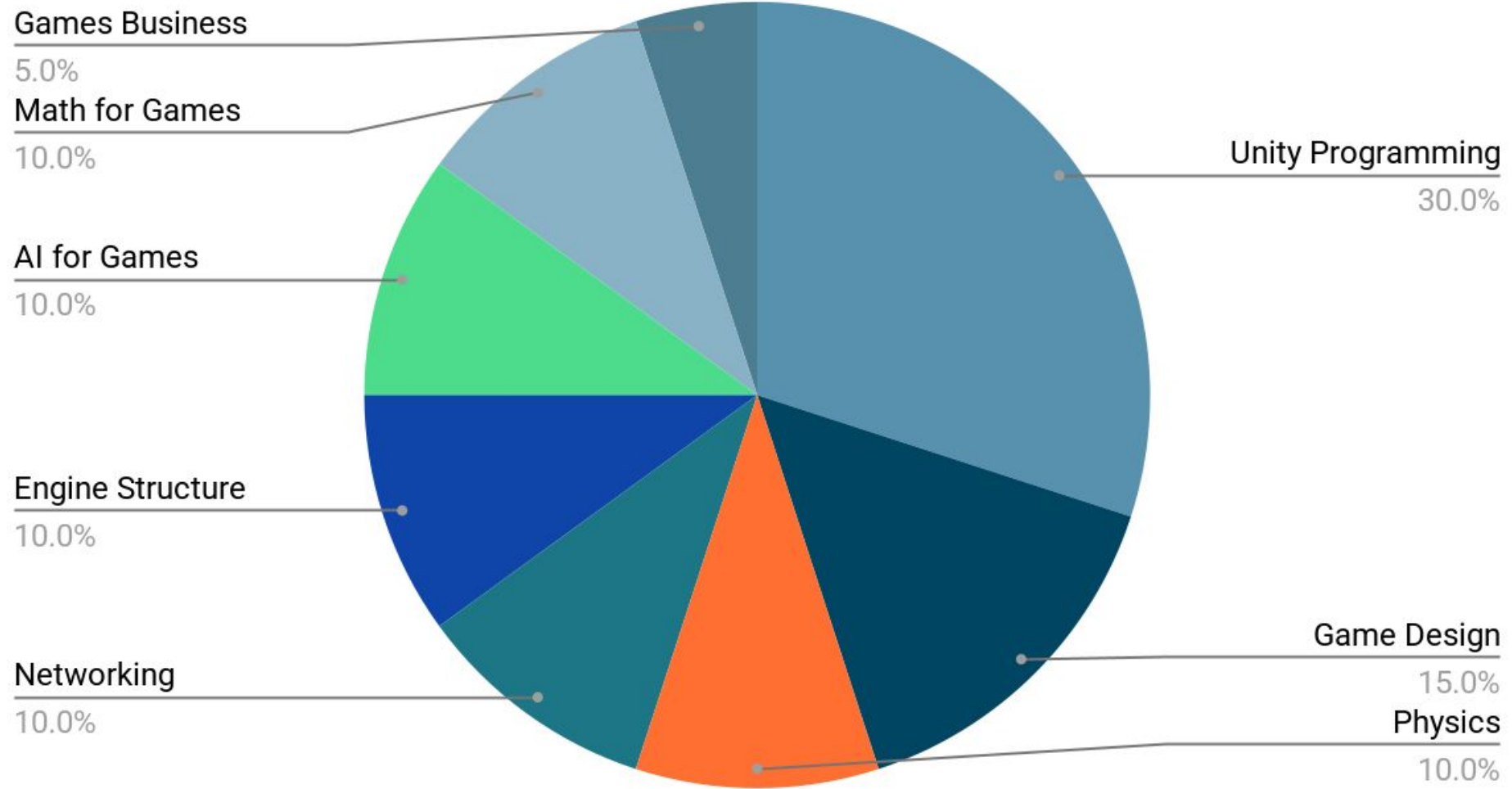


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Course Info

- Lectures Thursday 17:00 – 18:40 @-1.58 (U120) FIIT STU
 - Michal Ferko
- Labs Thursday 15:00 – 16:40 FIIT STU
 - Jozef Juraško @1.31a
 - Lujza Šufliarska @1.31a
- Labs Thursday 19:00 – 20:40 FIIT STU
 - Lujza Šufliarska @1.31a
- Website: <https://gamedev.ferigames.com/>
- Contact: michalferko1@gmail.com

Lecture Topics



Invited Talks from the industry

- Part of Labs – last 1-2 labs
 - **Is 19:00 – 20:40 OK for everyone?**
- Topics
 - Game Design
 - Game Programming
 - Business & Project Management
 - Art/Content Creation
- People from the industry
 - Previously:
 - Global – Larian Studios, Funcom, Ten Square Games, Crazy Labs...
 - SK - PIXEL FEDERATION, PowerPlay Studio, Nine Rocks Games, SuperScale...

Evaluation

FIIT	FMFI
Project [70pt]	Project [100pt]
Game Design Document [10pt]	Game Design Document [10pt]
Presentation [5pt]	Presentation [5pt]
Prototype [50pt]	Prototype [80pt]
Gameplay video [5pt]	Gameplay video [5pt]
End of year test [30pt]	-

MAKE A GROUP PROJECT!

You will learn more

You will create a bigger game

You will create a more finished game

Game Design **is** Communication

Communication is a must at work

0 Idea Approval [Opt]

- Send your game idea for approval via email to michalferko1@gmail.com
 - You will get a response with approval or suggestions to adjust the idea
- Deadline: **Sunday 25. 10. 2026 23:59**

1 Game Design Document [10pt]

- Describe game mechanics of your game in the form of a GDD
- More info next week
- Deadline for the GDD: **Sunday 8. 11. 2026 23:59**
- Send PDF via e-mail (FMFI), upload PDF to AIS (FIIT)

2 Idea Pitch [5pt]

- Short presentation of the game idea (**ONLY 2 minutes**) with slides
- Send slides: **Sunday 15. 11. 2026 23:59**
 - PPTX with everything embedded (careful with Google Slides & embedding)
 - PDF as a backup
 - Via email (FMFI)
 - Via AIS (FIIT)
- Presentation: **Thursday 19. 11. 2026 15:00 & 19:00** (during Labs)

3 Prototype [50pt FIIT, 80pt FMFI]

- Create a game prototype as you described it in your GDD
- Deliver **all project files** and final build of the game
- Deadline: **Sunday 20. 12. 2026 23:59**
- Project discussion (exam): **Thursday 21. 1. 2027 10:00**

Prototype (2)

- **No strict requirements** regarding gameplay/functionality are set
- Commented source code and the whole project
- Short presentation of the game
- Platforms: Windows (preferred), Android
- Using external tools, code and assets is **allowed**
- Large parts of the gameplay must be done by you
 - **Code you did not write must be marked with comments**

Prototype (3)

- **Must be in Unity C#**
 - Unreal can be approved on a case-by-case basis
- Work in a group is **strongly** recommended!
 - You must **have a GIT repository and send us access**
 - We recommend GitHub
- Submission – **1 person from your team is enough**
 - FMFI: Send a link to Google Drive or Git via email (no speed-limited hosting!!!)
 - We will download it immediately!
 - FIIT: Upload to Google Classroom
 - You will get an invite in December

Prototype - Evaluation

Part	Points	Note
Minimum Viable Game (must have this!)	20	Can play the game, but it's rough, no extra mechanics, bad architecture, spaghetti code, looks ugly, playing it is frustrating, can finish content in 5min...
Good Architecture/Code	+10	The code makes sense, it follows SOLID principles, is clean, readable, with comments where needed
Extra Mechanics	+5	Extra mechanics on top of the absolute minimum for the game to be able to function
Original Game Design	+5	The game is not just a copy of an existing game, there's something original in it
Implementation of difficult systems	+5	E.g. more complex AI, procedural generation...
Game Feel + Polish	+5	Game feels good and plays well, has animations/effects for basic interactions...
Finished up game	+5	Has main menu, settings, enough content for at least 10min of gameplay, no obvious thing is missing...
TOTAL	55 (Max is 50)	

FMFI students: max is 80, so we just multiply by 1.6

4 Gameplay video [5pt]

- Upload a gameplay video with commentary/subtitles to YouTube
- **At least 3 minutes long**
- Deadline: **Sunday 20. 12. 2026 23:59** (Same as prototype deadline)
- Send a link to the unlisted/public YT video
 - In the ZIP file you send your project in

5 Exam test [30pt, FIIT only]

- Only for FIIT students
- 30 questions = 30 points
- **Must have at least 10/30 points to pass the exam**
- In AIS
- Questions from lectures & labs (not invited talks!)
- **Thursday 21. 1. 2027 9:00**

Prototype presentation (@SGDA)

- We will select 4-5 prototypes after submission
- They will present at the **meet-up of game developers in Bratislava**
 - SGDA meet-ups
 - SGDA = Slovak Game Developers Association
 - <https://www.facebook.com/svkgda>
 - <https://www.facebook.com/groups/SGDAGroup/>
- SGDA meet-up: **TBA, Around March 2027**
- **Completely optional and you can refuse** (but should not!)

What if I miss a deadline?

01



3

Flash Sweat

YOU DIED



4

Estus Flask +1

Chaos Witch Quelaag



610

Evaluation

Points	Grade
100 – 92	A
91 – 83	B
82 – 74	C
73 – 65	D
64 – 56	E
55 – 0	Fx

Evaluation Summary

Assignment	Deadline	Points (FIIT)	Points (FMFI)
Send game idea via email	25. 10. 2026	-	-
Submit GDD	8. 11. 2026	10	10
Send Idea Pitch Presentation	22. 11. 2026	5	5
Present your idea	26. 11. 2026		
Submit gameplay video	20. 12. 2026	5	5
Submit project	20. 12. 2026	50	80
Project discussion	21. 1. 2027 10:00		
End of term test	21. 1. 2027 9:00	30 (need 10)	-
<i>(Optional) Present prototype @SGDA</i>	<i>TBA (Mar 2027)</i>	-	-

These are school projects!

- If you work on something in this course – it becomes a school project
- If you intend to continue working on it to become a commercial game
 - The school does have rights on your work
 - It might ask for a revenue percentage
 - You can't do anything without the school's approval

I don't recommend working on games you plan on working further

- Working on a similar game is totally OK
- Don't reuse stuff afterwards, build it from scratch
 - Will do it much faster and better from scratch

Optional Homework

- Install Unity
 - <https://unity.com/download>
 - Use Unity Hub, install Visual Studio as part of it
 - Install the most recent LTS version: **6000.3.23f1**
- YouTube
 - [Game Maker's Toolkit](#), [Unity](#), [GDC](#)
- Unity
 - Start with a beginner's tutorial for Unity:
<https://learn.unity.com/pathway/unity-essentials>