

Lab 01 – Game Analysis & Brainstorming

Návrh a vývoj počítačových hier

Tvorba a dizajn počítačových hier

Michal Ferko, Jozef Juraško, Lujza Šufliarska

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Task 1 – 10min (groups of 2-4)

1. Find a game you **all** played and enjoyed
2. Find 3 reasons why you **like** it
3. Find 1-3 reasons what **you don't like** about it

Task 2 – 20min (same groups)

1. Each find a game you **really like** and your teammates **have never heard of played**
 - The weirder the better!
2. Watch your teammates' games on YouTube
 - Ideally trailers with gameplay
3. **Select one of these games for presenting to all students**
 - Tell us the game's name

Trailer Time

Task 3 – Brainstorming

1. Come up with ideas for a new game
2. Simpler ideas are better
 - Tetris - great
 - MMORPG - not great
3. [Optional] *Ideas built on top of 1 motivation - pick 1 that interests you the most*

There are no bad ideas!

GAMER MOTIVATION MODEL



Action “Boom!”	Social “Let’s Play Together”	Mastery “Let Me Think”	Achievement “I Want More”	Immersion “Once Upon a Time”	Creativity “What If?”
Destruction Guns. Explosives. Chaos. Mayhem.	Competition Duels. Matches. High on Ranking.	Challenge Practice. High Difficulty. Challenges.	Completion Get All Collectibles. Complete All Missions.	Fantasy Being someone else, somewhere else.	Design Expression. Customization.
Excitement Fast-Paced. Action. Surprises. Thrills.	Community Being on Team. Chatting. Interacting.	Strategy Thinking Ahead. Making Decisions.	Power Powerful Character. Powerful Equipment.	Story Elaborate plots. Interesting characters.	Discovery Explore. Tinker. Experiment.

Having trouble?

Add constraints!

Constraints

Examples

1. Control with one finger/button
2. Only 3 colors
3. 60 seconds
4. The more you have, the worse it is
5. Two incompatible genres - e.g. racing + tower defense

Got stuck?

Add/change constraints: one of the above, genre, art style

DO GROUP PROJECTS!

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

Homework for next week

- Next week is team creation time - **at 15:00 in 1.31a!!!**
 - Between you all + art students (VŠMU, SŠUP Bohumila Baču)

1. Come with an idea for a game

OR

2. Prepare a presentation of what game dev you did before

- You will present it next week to build a team