

Lab 04 – GDD

Game Design Document

Návrh a vývoj počítačových hier

Tvorba a dizajn počítačových hier

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**Idea approval deadline
25. 10. 2026 (Sunday)!**

3 sentences explaining the game
Who is in your team

Task 1 – GDD draft (60min)



Get together in teams
(if on a team project)



Make a google doc
full of pictures



Create a GDD draft

No idea yet?

Brainstorming!

or

Make a GDD for the last game you played, to practice
(maybe it'll give you a game idea!)

Picture > 1000 words

Pen & Paper

<https://miro.com/>

<https://excalidraw.com/>

<https://www.diagrams.net/>

Task 1 – GDD draft (60min)



Short game description - “Elevator pitch”



Genre, Platform



Game Mechanics – first core, then meta mechanics!



Core Game Loop



Target audience



Characters, controls, camera, art-style...



Screens (flow chart), UI, HUD...

Task 2 – Reading other GDDs (15min)



Create team pairs
(2 teams of equal size)

with someone who has no idea what your game is about



Exchange your GDDs – share in GDocs “can comment”



Read the other team's GDD and
make notes
Don't explain your game to them!

What is unclear?
What is missing?
Be thorough! Provide lots of **constructive criticism!**

Task 3 – Share your thoughts (25min)



Describe to the other team **their game**

What is unclear?

What is missing?

Be thorough! Provide lots of **constructive criticism!**



Describe to teachers

When we come for discussion