

PV266 – Game Development II

Task 0 – Teams

Spring 2023

Submission deadline: February 20th, 2023 (including)

Summary:

1. Form a team
2. Submit a text file describing team members to IS.

Details:

1. See and update this [Google Spreadsheet](#) - the table should help you to find out who has no team yet, and support mutual communication.
 - a. If you already have a full team, just move your names to the right side of the table and add the name of the team, the name of the game, and the seminar group. Feel free to adjust the name of the team or game.
 - b. Otherwise, form the team - somehow. The team should have exactly three members. Discuss also which seminar group you will attend. It is expected that all team members will attend the same seminar group.
 - c. Decide on the game. It is recommended to continue with one of the PV255 game prototypes from one of the team members. In the worst-case scenario, propose a new game in the form of a so-called “one-pager” (see study materials).
2. Once the team is settled down, submit a simple text file into HW Vault in IS containing:
 - The name of the team
 - The name of the game
 - Full names + UČOs of the team members

This is a team-based task, so one submission per team is enough ;-)

3. Seminar groups - it would be best to manage balanced seminar groups somehow. For this year, two teams in one seminar group and three teams in another seminar sound like an optimal solution. This is just a kind request, nothing mandatory - it is up to you and your schedules.

Just a reminder, we have our “Garrigue Games” discord server focused on Game Development / Brno... You can use it for “matchmaking” ;) (looking for a team) - there is a separate channel for that. Feel free to join (not mandatory ;-)) here:

<https://discord.gg/62mdgEajvy>

(after joining, please adjust your nickname to something at least a bit similar to your real-world name ;-) so we can recognize who is who, thanks.)