PV266 – Game Development II
Task 1 – GDD Update
Spring 2023
Submission deadline: February 27th, 2023

Update and submit the Game Design Document for your game.

- It should contain all "the usual" stuff (the name of the game, team members, short description, Unique Selling Points, mood-board, target audience, etc.). Extend the mood-board of "final" visuals with several screenshots of the game's current state (if any).
- Finally, update the **realistic** time plan. Use the [Gantt Chart](#) for visualization of the tasks schedule. Include all major tasks you are planning – coding, assets authoring, testing and polishing, etc. The chart's final task will be the "release", which will be scheduled for June 4th, 2022.
  - 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 case of using this template, you can treat "periods" values as days since the project start and write real dates above them (to not break automatic highlight).