

## GGULIVRR@Lodz 2020 schedule

- 5 OCT (Mon, 7pm CET) – Kick off with Integration – Online teams game;
- 6 OCT (evening) workshop: Figma; Work in Groups (WiG) on a game idea;
- 7OCT - Work in Groups (WiG) on a game idea;
- 8 OCT (Thu) - 1<sup>st</sup> presentation (19 CET). Mentors appointment after presentations;
- 9 OCT – Figma workshop part 2;
- 9 - 12 OCT – Work in Groups (WiG) and contact with mentors on a game idea
- 12 OCT – 2nd presentation (19 CET).
- 13 OCT – WiG and meeting with mentors (MiG)
- 14 OCT – WiG and MIG – cont. , 3rd presentation (14-16 CET)– idea, target group, business plan, mockups, graphics,
- 15 OCT - GDD and business docs prepared by students till 16:00 CET
- 16 OCT - Final Results (16:00 CET)