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# Daily To -dos

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# QA Schedule

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## Start of class Today

- Final turn in
  - Nothing left un-integrated into the main branch
  - Final Installer pushed to repo
- New build delivered to QA teams
  - Final fix confirmations
  - Testers only reporting A level issues
  - Staff confirms Duplicate, Known Shippable, and Not a Bug issues
- Games running on target platforms

## Before end of lab

- Postmortem
  - Class discussion
  - Document creation
- Wrap up

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# Phases of Production

**POSTMORTEM**

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# Phases of Production

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- Greenlight
- Pre-Production
- Open Production
  - First Use/Playable
  - Alpha
  - Beta
  - Gold
- Post Release

**POSTMORTEM**

# Green light

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- Concept and funding
- Core documentation is written
  - Project description
  - Business case
  - History of like projects
- Conceptual artwork is created
- Risk/complexity assessment
  - Tech
  - Design
  - Assets
  - Paper and electronic prototypes are created, tested, and prove the idea works

**POSTMORTEM**

# Phases of Production: Pre-Production

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- Project management plan
  - Formalize process
- Project scope baseline
  - Design understood and documented
  - Task breakdown/Product backlog written
  - Engine/Tech Research completed
- Budgeting baseline
  - Licenses/physical needs/
  - Evaluate Human Resources
- Schedule baseline
  - Milestone dates/Gant charts

**POSTMORTEM**

# Phases: Open Production

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- Planning is done lets get building
- Obvious
  - Complete tasks
  - Verify completeness
- Change requests

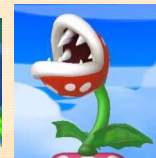
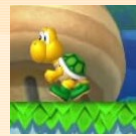
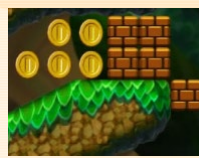
**POSTMORTEM**

# Phases: Milestone: First Use/Playable

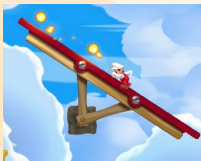
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## Useable product

- Play/Use testing can start
  - Product must be able to sell itself
- A completed single level that displays most Global aspects of product in a Local environment.
  - Global: Things necessary for every portion of the product



- Local: Things only necessary for specific portions





# Phases of Production: Alpha

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Completed the construction of all features

- Example of every features exists in the game
- Active development on new functionality stops
- Unnecessary features dropped

**POSTMORTEM**

# Phases of Production: Beta

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Finalizing content for the product

- All placeholders and temporary content replaced with final quality versions
- Balancing and play testing completed
- Removed all debugging tools

**POSTMORTEM**

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# Post mortem

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# Post mortem

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Complete the postmortem for project

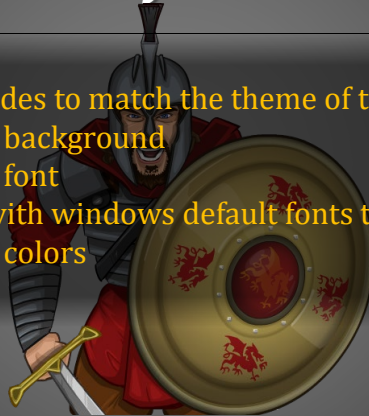
- Discuss as a team how the project went
  - What went well
  - What went poorly
  - How can we do better next time
- Organize the teams thoughts using Post Mortem Template.pptx from the “Post Mortem Discussion” activity on FSO

# Game name

*By Team name*

Format the slides to match the theme of the game

- Change the background
- Change the font
  - (stick with windows default fonts tough)
- Change the colors



Short game description. (MVP, key features, game goal)

Replace these with your team name and game name

Game name

*By Team name*

Replace this with  
an image that  
represents  
your game



Short game description. (MVP, key  
features, game goal)

Replace this with  
the best short  
description you  
can write of your  
game

How do you plan  
to describe this  
project on your  
resume?

# The Team



Replace this with  
A picture of the team

Each team member  
should have a  
credit and  
description on how  
they contributed to  
the project

Team member 1  
Primary Contribution  
Thing created  
Thing created

Team member 2  
Primary Contribution  
Thing created  
Thing created

Team member 3  
Primary Contribution  
Thing created  
Thing created

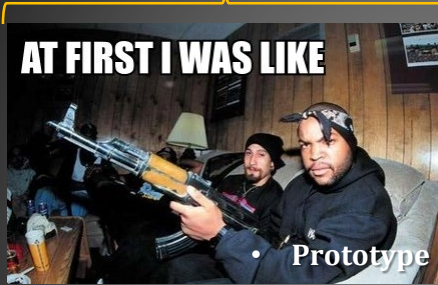
Team member 4  
Primary Contribution  
Thing created  
Thing created

Items here should  
be like the items you  
would be willing to  
endorse each other  
on LinkedIn

# Progress

Get a screen shot of what your game looked like at the end of each major milestone

Whatever best represented your product at the time



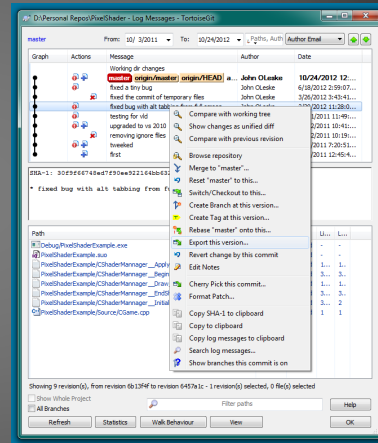


# Progress

If you don't have a screen shot of each milestone it is easy to get using the repository

Using git

- Show the log of the project
- Right click on the milestone day and export the version
- This will let you export a zip of the build as it was at the moment



# Tips/Tricks

- Header 1
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.
- Header 2
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.
- Header 3
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.
- Header 4
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.

“Advice I wish someone would have told me” or “advice I wish I would have listened to” when we started this project slide

# What Went Right

- Thing that happened 1
    - This is why it was cool
  - Thing that happened 2
    - This is why it was cool
  - Thing that happened 3
    - This is why it was cool
  - Thing that happened 4
    - This is why it was cool
- What went well on the project?
  - What was easier than you expected?
  - What turned out exactly the way you wanted it to?
  - What turned out differently but better than what you intended?

# What Went Wrong

- Thing that happened 1
  - This is why it was not cool.
  - This is how we overcame the problem
- Thing that happened 2
  - This is why it was not cool.
  - This is how we overcame the problem
- Thing that happened 3
  - This is why it was not cool.
  - This is how we overcame the problem
- Thing that happened 4
  - This is why it was not cool.
  - This is how we overcame the problem
- What went poorly on the project?
- What was harder than you expected?
- What turned out really differently the way you wanted it to for the worse?
- What turned out exactly the way you intended wasn't and good in practice?

# Post mortem

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## Postmortem

- Teams discuss each section
- Create PowerPoint presentation
  - Submit postmortem

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Expo

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# Preparation

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## Open floor expo format

- Projects from multiple degrees and points in their degree will all be presenting
- It brings in a crowd
  - Students
  - Staff
  - Career development even brings potential employers

# Preparation

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Come in ready

- Game installed on computers
  - All hardware needed to present
- Dressed professionally
  - Business casual attire
  - Even better to dress uniformly

Optional:

- Have things to hand out for interested guest
  - Business cards with short link to play the game online
- Anything to display on the booth



# Preparation

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## Schedule

- 10 AM: Arrive at Full Sail live to set up
- 11 AM: Live opens to guests
- 1 PM: Expo closes
- 2 PM: Clean up completed

# Preparation

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## Expo format presentation

- Each team will have a table with power and seats
- Guests will play your games on your systems
  - We provide you a table, chairs, and a surge protector
  - Have any other needed hardware ready
- Guests will interact with you directly

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# Wrap up

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# Wrap up: Other Full Sail dev opportunities

- IGDA
- Game Jams
- Federal Work Study Program
- Guild of independent game developers
- Breakpoints (Full Sail club)
- Career development department
  - Don't wait for graduation to start

# Class wrap up: Still needs to be completed

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Student Course Evaluations need to be filled out

- We do read the critiques
  - Our boss reads them and we discuss them amongst ourselves
  - Comments > filling out bubbles
- All 3 of the project classes have their own Critiques
- Make sure the comments are unambiguous
  - Name the course director / lab specialist you are talking about when you do

Career module

- Make sure all tasks have been completed