**Chapter 14**

**Summary:**

The teamwork is important in making a successful game. There should be a variety of artistic, technical, design, and business skills in the team. The team members should love the game they are working on. But we can encounter different kind of problems when it comes to team love for their game.

**Problem #1:** Team member is incapable of loving any kind of game. And they are not interested in making game. These members can be a problem for the team.

**Problem #2:** Team members in love with a different game than the one they are making. We need to sit with them and see if there is something about the current game that they can fall in love with.

**Problem #3:** Team members in love with different visions of the same game. This problem can be avoided by having everyone on the same page about what game will be like. This can only happen with thorough communication and respect.

*If You Can’t Love the Game, Love the Audience*

If you don’t love the game you’re making, you need to love the audience you’re making for. Think of a time when you went through a great deal of preparation to give someone you love a special gift. Think how excited you were about seeing the expression on their face when they opened it up and saw it. We need to think it like this and take this kind of love while making / designing the game.

In case you don’t love the game and target audience as well, you need to pretend to love the game – sometimes real love starts to emerge. In fact, love is a necessity if you are to have any hope at all of producing a great game.

It’s important for a game designer to listen all the team members’ design ideas because all the team members want the game to be great! Typically, these four steps are involved in game design process:

* Initial Brainstorming
* Independent Design
* Design Discussion
* Design Presentation

An effective team communication needs to be there as well. There are some keys to team communication: **Objectivity:** You shouldn’t say “my idea, your idea” while brainstorming/discussing ideas, you should say “idea A” or “our idea”. And collectively decide the idea that solves the objective and problem. There should be **clarity** and **persistence** in the ideas. Everyone should understand the idea of each other and should not feel left at any point. A **comfortable** place and respect element should be there while listening to your peers. Similarly, **trust, honesty, privacy,** and **unity** are other factors involved in effective team communication

**Implementation:**

We know that teamwork is important in any game design/development. We are a group of five people and have a good combination of technical, artistic, design, and business skills. Everyone of us is making sure to add his/her contribution to the development of a successful game. We also frequently do internal meetups and with Mindstorms studios to discuss the progress and the next goals.

We listen to and respect each other’s ideas. We sometimes have a deep discussion on a particular feature of the game. For example, initially we were stuck on deciding whether we should keep tilt control or button control in the game. We then finalized the tilt control after discussing pros and cons of each of these controls.

A successful game is a result of effective team communication. Therefore, we have also made a WhatsApp group for regular communication. Everyone in the team is working honestly and contributing in his/her part. We are hopeful to have this communication till we have a game that our target audience like to play.