Friday 2nd October

Professional Practise for Game Dev - Employability Game

***Background to the lesson***: During this lesson, we were aiming to complete several learning objectives. These include being able to identify and research information; be able to work in groups to develop a concept for a game; implement game prototypes; play test our game; present ideas to an audience.

We spent the first 20 minutes researching skills that an employer would be looking for in an employee. Some key skills I discovered included being able to use design knowledge; have analytical thinking skills; have a keen eye for details; be creative and have an open mind for different approaches to a challenge.

After compiling these skills and more, we then began to come up with a concept for a game that related to employability skills. We did not need to program any code into Unity to make a game for this activity. My first idea that I discussed with my team was to come up with a spin-off of the popular game ‘Among us’. For example, each player could have different skills that they could use around the map. Although I was keen on the idea, my team and I decided that it would be quite complex to make considering our time restraints. Taking a different approach, one of my team members suggested that we make a spin-off of a card game called ‘Sheriff of Nottingham’. I had not played it before, so after listening to my teammate explain the rules, as well as looking up the rules online myself, I became familiar with the card game at hand. As a team we decided it would be a great basis to work off of for our employability game.

First, we created a google slide presentation. Each member of the team was given access to the slides, meaning that we call all work on the slides at the same time. This means that we could work efficiently as a group, but also give everyone an equal chance to contribute to the presentation.

* Game premise: A card game that was converted into a game that can be played online. The game had to be related to the employability skills that we had researched prior.
* Materials used to make the game: google slides, D20 (an online decide roller made by google, awwpp (an online multi-user whiteboard where we could keep the score)
* Rules:

1. Each player starts with 20 points. Bad skills are worth double the amount that good skill cards.
2. At round start, 1 player becomes the Employer. Other players take 6 skill cards.
3. Players then choose the cards they want to get past the employer. They do this by persuading him that they have good skills. They can bluff if they wish to do so.
4. The Employers aim is to catch players trying to sneak past bad skills cards. If not convinced enough by a player, the employer can check players cards.
5. If caught with bad skills cards, employer takes points from players.
6. Each player has 1 turn to get past the employer. Once everyone has been employer twice, game ends.
7. Players at the end of the game add up their tallied points
8. Player with most points wins

* What we found from playtesting and how did the game evolve: No play testing was done as we ran out of time.
* My experience working in a team to complete the task: Overall, a good experience. All my team members worked together putting in equal amounts of effort to complete the task. All members were courteous and professional in assisting each other whenever there was confusion. Where there were errors in the presentation, multiple team members were proof reading and making sure everything made sense. I personally feel like the presentation of the game could have been visually more appealing, as it was quite text heavy on the slides. However, as a team we did a great job in completing all slides (aside from playtesting). I personally feel that I did a good job in staying open minded to other team members ideas, especially during the concept creation phase of the game. I also feel like we presented our game in a professional manner.
* Key employability skills I learnt during this session: Patience with other team members, paying attention to details (and errors in the presentation), being able to confidently present our game to an audience.
* List of team members names: Jessica Evans, Danyal Mahmood, Mohammed, Cory Arnett-O’Brien