Professional practice online diary week 1

After receiving the assignment, we decided that the best place to start off would be to research what skills the employers are looking for which we would then be able to include in our game. The main site I used was Indeed and LinkedIn. I spent around ten minutes looking through posts for game developers on these sights which then allowed me to come up with this list of some of the most common skills that the employers were looking for, the most common of which was : Team work skills, excellent communication skills and problem solving skills as well as knowledge of the game engines and coding languages which all of the jobs required. However next time I would reduce the time spent on this section down to five minutes as I felt it used up time that could have been spent doing another task.

Once we had finished researching the skills, we then had to come up with the game mechanics. This was the part that took up most of the time as we each had different views on what the game should be and what features we should implement into the game. The main reason this took up so much time is because we had so many ideas of what we would have liked to see in the game that we had to explain to each other why we wanted that feature and justify our reasoning. This meant we ended up spending a large portion of our allotted time on this section spending around fifty minutes. Doing which cut time from being able to decide how the game was then going to be played and preparing our presentation, so we could not spend as much time preparing our presentation before hand and could not make it as detailed as we would of liked, since most of our time was put into deciding game mechanics. Next time I would spend only forty minutes as a maximum allotted time on the games mechanics and then make it so that they could not be changed after that point so that we would be able to stick to the time more easily.

Now that we had finally decided the game mechanics, we could decide on how we were going to play the game. We decided to follow a similar style to monopoly and even came up with a brief prototype of how our board was going to look. I had the idea for the players to use dice to move around the board. Where the player landed, they would then be able to buy that areas book. The aim of the game was to buy the most or all the available books which they could do by landing in the different areas or by trading or buying books of the different players to expand their collection. Each colour was going to represent a different skill the player could learn i.e. the red sections were teamwork-based skills. At this point due to the time restraints we then had to begin cutting some of our ideas as there was not going to be time to implement them. Another forty minutes was spent on this section, however next time I would like to spend a maximum of thirty so that more time can prepare the presentation.

Underneath is the prototype of our board that we came up with.

