Professional Practice for Game Development Diary 2

In todays session we got our first taster into working in teams to create a product, as we were separated into random teams and asked to create a game based around skills that employers would be looking for in employees.

To begin though, we first looked through a PowerPoint based around what actually is a game, showing us things we needed to know about making a game, such as the ways in which the game should interact with the player or just what things the game needs to be doing/having in general.

From there we then began the main task of making the game, I was put into a team of four and at first, we were all very confused on what we actually had to do. However, after some talking and throwing around of documents and such, we found what we needed and began comparing ideas.

As a group we came up with a basic idea for a card game pretty quick and went to research different important skills and employer would be looking for. After that we began planning out the rules and turn order, making sure that the game was balanced and fun to play.

In the end we finished with the idea behind a turn-based card game where you draw cards to gain employee attributes that would be needed, as the main objective was to collect the specific attributed that the employer would be looking for, before the other team can do it themselves. You can obtain new cards through drawing or trading with other players and the first to reach it wins.

We didn’t have enough time to get around to make a proper game board or playtesting with other teams, as we weren’t quite yet used to time management and being able to properly do things within time windows as we spent a lot of time trying to understand the task.

After the time was up we then needed to do a five minute presentation explaining the idea, our team only had one speakers since the rest of us has issues out of our control. From there we then got feedback on our idea and listened to everyone else’s ideas. Finishing the session off with an explanation on our overall coursework task for the module.