# Assignment 2.1 - Production Workflow Report (Group Component)

## Cover Sheet

Godot Gamers

- 103892145 – Blair Rod

- (ID) Name

- (ID) Name

Class Time: Friday 1730

Tutor Name: [Quoc Tien Pham](https://swinburne.instructure.com/courses/57611/users/20708)

**# Section 1: Group Skill/Task Selection**

List each team member and their selected skills they intend to explore for this project.

Blair Rod

1. XX##: ((copy/paste the whole description + item code on the left from the skills/task list template))

2.

3. ...

4. ...

5. ...

6. ...

…

(Team Member 2)

1. XX##: ((copy/paste the whole description + item code on the left from the skills/task list template))

2. (skipped) – XX##: ((copy/paste the whole description + item code on the left from the skills/task list template))

3. ...

4. ...

5. ...

6. …

7. … (yes you can add,or change skills as you go, but make notes if you skipped or stopped a skill attempt)

(Team Member 3)

etc...

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**# Section 2: Tool Selection Questions**

- Q: Which Game Engine did your group decide to use for this task? Why? Also mention if you considered other engines and why.

> A: Godot

- Q: Which Version Control System did you decide to use for this task? Why? Any considerations for other VCSs?

> A: Git/GitHub and OneDrive

- Q: Who contributed to the process of setting up the initial repository? Have they worked with any VCSs before?

> A: Blair Rod

- Q: How was the process of setting up the 'ignore' configuration in your chosen VCS? Easy/hard? Makes sense? Still confusing?

> A: Set up the of the git .ignore file was done later in the project, after some reading into git as a game dev VCS tool it is not ideal for assets, so I opted for using OneDrive to hold the repository but having .ignore ignore all of the assets and OneDrive would be the collaborative storage for the assets.

- Q: In terms of scheduling, do you have any plans about when people will work together? Or will you be mostly working in your own schedules? Or just going free form?

> A: