

STUDIO PRACTICE

Version 1.0
BA Game Development
GAM130

Gareth Lewis & Brian McDonald

"Nobody in this industry knows what they're doing, we just have a gut assumption."

- Cliff Bleszinski

Introduction

For this assignment you will develop a game as part of a team and be assessed both in terms of your individual contribution and your team's performance. From the rubrics (below), the *collaborate* learning objective is used to assess how you work as a member of an agile game development team. Conversely, the *process* learning objective is used to assess how your team delivers its product.

This assignment is comprised of multiple parts:



Part A

Attend the scheduled weekly team meeting with your project supervisor. Your supervisor meeting details will be stored on the Falmouth timetable, make sure to attend these.

There are two types of project meeting: a project review / planning session and an individual review. In the individual review, you and your teammates will review each other's approaches to work over the last sprint using the supervisor meeting application, aka the *peer review*. In these meetings, the *studio practice* rubric will be used to assess your **summative** performance over the semester and informal feedback will be made available.

Assessment for the first three weeks will be **formative** and will not count towards your grade for the module.

"Golden rule of level design - Finish your first level last."

- John Romero

In the review / planning session, your team will showcase work undertaken on the most recent sprint and present the forthcoming sprint. During development, the *product evaluation* rubric will be used to give a **formative** assessment of your product's performance at that point. This will help your team to direct their development efforts.

For more information relating to the meeting processes, please read appendix A of the Games Academy Agile Guidebook.



Part B

Work with your team to develop your game during the second study block.

Between timetabled supervision meetings, your team will have allocated space in the Academy to work together and you will have access to staff through the supervised studio practice sessions and tutorials, which can be arranged by email if required, who will be able to give informal feedback concerning the status and implementation approaches of your project.

cont...

*"You can make an amazing game,
but you can't make a success. Your
players make the success."*

- Irme Jele



*"Lets optimize for player
experience rather than what we
think will make more money."*

- Ron Carmel

Please remember to 'TAP' your card in for the sessions you attend to ensure that your attendance is recorded.

In these sessions you will be able to ask for and receive informal feedback concerning the status and implementation approaches of your project.

Part C

Attend the Expo

During week 13, a day will be scheduled for Expo. Each team will need to make a demo of their game available in the Games Academy for staff to play and assess and for other students to play and give feedback on. You should produce the following for the Expo

- A **Game Demo** which showcases the game development to date
- A **Gameplay** trailer video, which shows the key gameplay features
- **Expo Materials** which include:
 - Posters of your game
 - T-shirt designs for your team
 - **Optional material** which includes flyers, badges, business cards etc

Staff will be assigned to assess your game using the *product evaluation* rubric to give a normalised **summative** assessment of your product's performance at that point.

You will receive informal feedback from staff during the Expo and you will receive formal feedback through Learning Space within three weeks of the Expo.

Additional Guidance

Working as part of a creative team is a very difficult activity and it should come as no surprise that there are likely to be some bumps in the road. The Agile Guidebook contains some advice for dealing with common issues and creating and maintaining a working environment where it's possible to get meaningful creative work done and still remain on good terms with each other.

If you are having any problems, do not hesitate to talk with your project supervisor.

Generally, successful projects tend to come from the development team respecting each other and being able to make progress (no matter how small). Remember, that a lot of the things you want to create in your games either won't work or won't be enjoyable to play. It is the core advantage of Agile development that using an iterative approach to development allows you to have multiple attempts to get things right.

Make sure you always have a working build and that everyone on the team is using version control. We have a large repository in the Academy, so there's always somewhere to store builds.

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FAQ

- **What is the deadline for this assignment?**

Falmouth University policy states that deadlines must only be specified on the MyFalmouth system.

- **What should I do to seek help?**

You can email your tutor for informal clarifications.

Marking Rubric: Studio Practice

Learning Outcome Name	Learning Outcome Description	Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
Collaborate / Collaborate	Define the suitable development practices, project management approaches, and version control tools in the execution of a collaborative project.	Effective team worker	20%	Student has missed a large number of team meetings / SSP sessions Teammates concerned with lack of presence Student tends to be highly disruptive / chaotic	Student attends less than 50% of team sessions Student tends to be disruptive / chaotic	Student attends most sessions. Delivers acceptable work with occasional major issues Has issues dealing with some teammates	Student attends most sessions. Delivers acceptable work without major issues Has occasional issues dealing with some teammates	Student attends most sessions. Delivers generally good work with only minor issues	Student attends most sessions. Delivers good work. Inspires some teammates No noticeable issues dealing with teammates. Tends to promote team harmony	Student is driving the team to achieve great things Team is highly supportive of leadership direction and approach
		Agile Practitioner	10%	Very low attendance of agile sessions (sprint planning, stand-ups etc.) Team has little to no idea what's going on with student	Low attendance of agile sessions (sprint planning, stand-ups etc.) Work always slips Delivers assets for integration only at end of sprint	Average attendance of agile sessions (sprint planning, stand-ups etc.) Some tendency for work to slip, reluctance to share development issues with team or supervisor	Good attendance of agile sessions (sprint planning, stand-ups etc.) Work is generally delivered, with only occasional slippages. Team is often, but not always made aware of issues.	Good attendance of agile sessions (sprint planning, stand-ups etc.) Work is generally delivered, with only occasional slippages. Team is generally made aware of issues. Able to provide some support to teammates	Good attendance of agile sessions (sprint planning, stand-ups etc.) Work is delivered, with very few slippages. Team is generally made aware of issues and progress. Able to provide support to teammates	Good attendance Work is delivered, team is generally made aware of issues and progress. Able to provide a lot of support to teammates
		Version control practitioner	10%	Student ignores version control Only delivers assets outside of version control	Student uses VC with many significant problems for the team Mainly delivers assets outside of version control	Student uses mainline version control with some problems for the team	Student uses mainline version control with few problems	Student uses mainline version control with few problems but runs into significant problems with branch-based development	Student is generally working in a single branch with fairly successful integration to mainline	Student is generally working across multi-branches to deliver features with few, if any, issues.
		Reflective Practitioner	10%	Student fills in few, if any peer review forms for teammates	Student comments are generally lightweight platitudes Student generally ignores feedback	Student submits feedback that leads to unproductive conflict between team members Student often ignores feedback, but does take some onboard	Student submits feedback that leads to occasional conflict, which is sometimes productive Student acts appropriately in response to some feedback	Student submits generally meaningful feedback Student tends to act appropriately to feedback given	Student submits meaningful and emotionally intelligent feedback Student reacts appropriately to feedback given	Student submits conscientious and generous feedback that team members are highly appreciative of. Student seeks out opportunities for self-improvement

Learning Outcome Name	Learning Outcome Description	Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
Innovation / Deliver	Describe how to create and test prototypes in order to deliver an interesting experience.	Conceptual Coherence (game mechanics, settings, theme, aesthetics, interface & platform)	5%	No game presented No game presented Game is too unstable / non-functional to be played enough to evaluate.	A small subset of the game components work well together to create a coherent experience, but they are stymied by the overall experience of discordance between components leading to a generally awkward experience for players.	A core of the game components work well together to create a coherent experience. However, there are some components that break the overall coherence leading to a conceptually awkward experience for players.	A core of the game components work well together to create a coherent experience. However, there are some aspects of components that break the overall coherence	Generally, the game components work well together to create a coherent experience. However, there are some slight niggles which break the overall coherence	The game components work together to produce a coherent experience	The game components work well together to produce and create a coherent experience which players can respond positively to
		Creative innovation	10%	No game presented Game is too unstable / non-functional to be played enough to evaluate.	Game is generally a rehash/homage of an existing game with little, if anything to distinguish it.	Game developed from an existing game or genre with the addition of innovative mashups / extensions. Resulting game concept is of questionable engagement	Game developed from an existing game or genre with the addition of innovative mashups / extensions. Resulting game concept is reasonably engaging	Game developed as a generally organic concept but with some elements which are derivative of existing games or game mechanics	Game developed as a generally organic concept drawing components that make some sense for game. Resulting game concept is reasonably engaging	Game developed as a generally organic concept drawing components that make much sense for the game. Resulting game concept is clearly engaging
		Completeness	5%	No game presented	Some parts of the game are of acceptable quality, but the game gives the overall impression that much of it is not finished or working.	The game is of acceptable quality but feels like it would benefit from more development time to develop and refine gameplay, aesthetic and other components.	The game is of reasonable quality but feels like it needs more work to balance and refine gameplay and/or aesthetic components.	The game is of reasonable good quality but there are some balance and gameplay and/or aesthetic components.	The game is of good quality and feels like a game that could be published given more QA	The game is of high quality and feels like a published game with no noticeable.
		Player Experience	10%	No game presented Game is too unstable / non-functional to be played enough to evaluate.	The game generates some moments of engagement and enjoyability for players, though its generally not a great experience The overall game presentation looks and feels functional.	The game generates some engagement and enjoyability for players, though there is feeling of endurance rather than enjoyment. The overall game presentation looks and feels fairly functional rather than solid.	The game generates some clear engagement and enjoyability for players, though there is clear scope for improvement. The overall game presentation looks and feels fairly solid rather than slick.	The game is generally engaging and enjoyable for players, though there is some scope for improvement. The overall game presentation looks and feels fairly slick with just a few noticeable issues to detract from it.	The game is generally highly engaging and enjoyable for players. The overall game presentation generally looks and feels slick with few issues to detract from it.	The game is highly engaging and enjoyable for players. The overall game presentation both looks and feels slick. Players want to play the game beyond reasonable expectations
		EXPO Engagement (Can you engage with	10%	No game presented at Expo	Game is presented at Expo, but team is largely unavailable to present their game	Game is presented by team. Little enthusiasm for product from team. Players feel	Game is presented by team. Clear enthusiasm for product from team. Players neutral playing in	Game is presented by team. High levels of enthusiasm for product from team. Players enjoy playing in	Game is presented by team. High levels of enthusiasm for product from team. Players enjoy playing in	Game is presented by team. High levels of enthusiasm for product from team. Players enjoy playing in

		attendees at the Expo and leave them with a strong positive vibe about your game?)				uncomfortable playing in team's presence Players are left unclear / confused from team's communication	team's presence Team communications are generally clear, but adversarial approach alienates some players	team's presence Team communications are generally clear and generally open to player feedback / concerns	team's presence Players are engaged through team's communications	team's presence and can engage is open conversation with team members Players are highly engaged through team's communications
		EXPO Brand (Quality of Marketing materials, clarity of studio/game identity, alignment with target market, IP awareness)	5%	No game presented or no marketing materials	Game presented but with very limited / no marketing materials. Team is largely unavailable to present their game	Marketing materials presented appear random and disjointed: art style, composition, choice of materials. Materials do not present the brand in a positive light. Brand creates a negative buzz at Expo	Marketing materials presented are fairly coherent. Materials present the brand in a neutral light. Brand creates a neutral / no buzz at Expo	Marketing materials presented are coherent. Materials present the brand in a positive light. Brand creates some positive buzz at Expo	Team presents a strong and coherent brand across all marketing materials and game. Marketing materials are professional and are well-received by stand attendees. Brand creates a very positive buzz at Expo.	Brand comes across as being very professional. Game is 'talk of the Expo' for the right reasons.
		EXPO Stability (Does it work reliably?)	5%	No game presented	Game is too unstable / non-functional to be played enough to evaluate. Team is largely unavailable to present their game	The game runs, but has obvious and significant stability issues (crashing, becoming inoperable). Most play-throughs result in the game crashing or becoming inoperable in some way	The game runs but has occasional significant stability issues (crashing, becoming inoperable). Some play-throughs result in the game crashing or becoming inoperable in some way	The game has no major significant issues but there are clear small-scale bugs and issues Play-throughs generally have no inoperability issues.	There are no major issues and only slight and largely imperceptible bugs and issues Play-throughs generally have no inoperability issues.	The game gives the impression of being a released commercial game with no perceivable issues Play-throughs generally have no inoperability issues.