Lecture 1: Module Introduction

FALMOUTH
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GAM320: Major Game Development Project: Pre-Production
BA(Hons) Game Development
BSc(Hons) Computing for Games

- Introduction to the module
  - Everything isn't different!

- Introduction to the module
  - Everything isn't different!
  - Built on GAM320 from last year
  - Now with:
    - Product owners are now supervisors
    - Supervisor meetings are now 1hr30
      - More guided than before
      - One to review your builds & sprint plans
      - One to do peer reviews
    - New Project Management Tool
      - Replacing pomeetings
    - New guide on how to do agile projects

- Introduction to the module
  - Now with:
    - Assignments are clearer
      - With added rubrics
    - https://learningspace.falmouth.ac.uk/course/view.php?id=3976

- Introduction to the module
  - Assignment 1: Studio practice
    - Assess how you work as a member of an agile team
    - Assess your game product
      - Conceptual coherence
      - Innovation
      - quality
      - player engagement

    - You're assessed over the duration of semester 1
      - From week 3
    - The game is assessed on the demo day (week 13)

- Introduction to the module
  - Assignment 2: Evaluation
    - Reflective practice report
      - Look back on what you have done
      - Look forward to the future with a SMART plan

Introduction to the module

Week 1	Week 2	Week 3	Week 4	Week 5	Reading Week
Introduction	Support Lecture	Support Lecture	Support Lecture	Support Lecture	
Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting

Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Support Lecture	Support Lecture	Support Lecture	Support Lecture	Support Lecture	Support Lecture
Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting

Week 13
Demo Day

- Meeting procedures

Initial meeting

Initial meetings vary by module. In general the supervisor should:

- Discuss the project in general.
- What is it? (Genre/gameplay/art style)
- What does it involve?
- What excites each of the team about the project?
- Does the team have the right mix of skills to take on this project?
- What problems do they envisage?
- Discuss if the scope too large? (This will almost certainly be the case). How will they reduce the scope if problems arise?
- Discuss what their priorities are for the first planning/review meeting and get team members to agree on he first sprint's work.

- Meeting procedures

Mid-sprint review

This is also split into two sections and should really focus on the following:

Project progress
- How well is the sprint progressing?
- What is going well, and where are any perceived problems?

Individual progress
One of the more difficult and time-consuming tasks is to assess a student's overall contributions to the project and teamworking at the end of the module. To make this an ongoing action students will be asked to rate their own, and their peers, progress towards the project with regard to teamwork, attendance, effort and achievement.

The advantage of doing this is that it becomes an ongoing record that can be used at the end of the module. Students are also pretty good at realising if they are doing enough work or not, and this approach brings focus to this from the start and forces students to perceive themselves as others see them.

While this record should not be automatically taken as a grade for each student, it is nevertheless a useful record, of a student's perceived effort (both by themselves and by the other members of the team).

- ## Meeting procedures

Planning / review meeting

The student actions/presentations expected are covered in the Agile development section earlier. In addition the supervisor should:

For the Review stage
Ensure that work has been carried out as expected. In particular:

- Is there a working build?
- Are there also working demos of other features or game/screen mockups/ concept artwork?
- The build should be presented/discussed feature by feature, with the relevant feature team outlining their goals and achievements over the sprint.
- What is the result of user testing?

For the next sprint's planning stage
That next sprint's tasks are being realistically estimated and practicable for the next 10 days.

- Tasks should be appropriately defined in a briefing document,
- Tasks must be assessed in hours, with no task exceeding 4 hours in length, otherwise it won't be as defined as it needs to be.
- That the team have realistic user stories for their intended sprint.
- What user testing will be carried out?

- Questions