Lecture 3 – Team Dyanmics

GAM320: Major Game Development Project: Pre-Production

Module Aims

- "To carry out the pre-production of a market-viable digital game."

- More broadly
  - work in a **multi-skilled team** and start work on a project that you will continue to **develop throughout the year**
  - You will **build** upon your **learning experience** from the **prior stages** of the **course** to **develop** your **skills**
  - With formative feedback from your tutors, you begin to build your game using **Agile** and **iterative** methods

Resources 1

- Cerny Method
    - https://www.youtube.com/watch?v=QOAW9ioWAvE

- Pre-production of Resident Evil 7
    - https://www.youtube.com/watch?v=gWpKYR0conM

- Art of Pre-Production
    - https://www.youtube.com/watch?v=s2u4jhpZkTQ