

Game Development Practice: Working Practices

Introduction

This worksheet, which forms part of your supervised studio practice, will focus your attention towards: establishing expectations; setting up working practice; and creating pipelines. It is *essential* to take this task seriously and make boundaries and stylistic choices clear to other members of your team.

Activity #1: Establish House-Style

Organise yourselves into your studio teams. Ensure that **EACH** member of the team has thoroughly read:

- <https://www.python.org/dev/peps/pep-0008/>
- <https://www.python.org/dev/peps/pep-0257/>
- http://ricardogeek.com/docs/clean_code.pdf (Chapter 17)

Discuss these requirements. The team will **build** on these conventions, ensuring that style is sensible and consistent across the entire project repository. **Document** your decisions – and be consistent.

This should require 45 minutes.

Activity #2: Project Work

Read:

- <https://www.mountaingoatsoftware.com/agile/scrum/roles/scrummaster>

Appoint a Scrum Master. Note: This must be a *different* person than the Product Owner. This person will facilitate the scrum process and **keep a register** of daily stand-up attendance and **keep a record** of independent studio practice.

Hold a daily stand-up style meeting, ensuring that everyone is familiar with the state of the task board. Then, **continue** with your software development.

This should require 2-hours.

You **must** make use of independent studio practice time to progress. Scrum Master keeps a record to report.