

Game Development Practice: Pre-Production Project

Introduction

This worksheet, which forms part of your supervised studio practice, forms the initial stage of your collaborative pre-production project. You will have by now completed your pitch and received seed money from a collective of investors to produce a prototype. You will be pitching this prototype to another investor who can provide early-stage capital to launch your first product.



You will, at first, convene with your new studio to receive feedback on the handout and slideshow from your investors; all the while, beginning preparations anew on your design document and scrum task board. You will discuss the design with the team and commence development.




Establishing expectations, sharing skills and confidences, as well as methods of communication is essential at this stage. In these formative stages, you must develop your agile workflow and setup all the tools that you need, including version control and

Activity #1: Convening the Studios

Organise yourselves into your new teams as follows:

OLIVER	SCALES		Pillars
MATTHEW	TAYLOR		Pillars
ARTURS	ZINGIS		Pillars
BRADLEY	WHITE		Pillars
STANLEY	CHATT		Pillars
AIDAN	CROSSAN		Pillars
ADRIAN	CARTER		Echo in the Dark
NATHAN	CROCKER		Echo in the Dark
SAM	AUBER		Echo in the Dark
DARREN	RYTEL		Echo in the Dark

CONNOR	RODGERS		Gaze of Balor
CHRISTOPHER	JENKIN		Gaze of Balor
ZAKARY	BRUCE-KYLE		Gaze of Balor
HUW	KREUCHEN		Gaze of Balor

THOMAS	GILCHRIST		Frontier
SCOTT	CALVERT		Frontier
TOMAS	MAZURKEVIC		Frontier
LOUIS	FOY		Frontier
BEREN	WALLIS		Frontier
RYAN	CLARKE		Frontier

Firstly, **agree** a name for your studio.

This will cement your brand as a team.

Then, adopting the style of a sprint retrospective meeting, **discuss** those qualities of the game concept and design element as described in the pitch: (i) **explicitly note** those elements that the team consider good; (ii) **explicitly note** those elements that the team consider poor; and (iii) **suggests** at least **ONE** element to change.

Create a new design document. Please make use of a Markdown (.md) file.

If you are unsure of what Markdown is, review the following tutorial:

<https://www.markdowntutorial.com/>

This should require 30-45 minutes.

Activity #2a: Tutor Feedback on Proposal

While you complete Activity #1 and #2b, your tutor will come around to **EACH** team to provide further feedback on your proposal.

Note this feedback.

Approximately 10 minutes will be required for **EACH** team.

Activity #2b: GitHub Repository

While you await, or after you have received your feedback, you should **watch** the video on "Setting Up Version Control with Git":

<http://learningspace.falmouth.ac.uk/mod/page/view.php?id=80003>

After which you should **research and debate** with your peers, the most appropriate way to manage your version control. Review the following article:

<https://lucamezzalira.com/2014/03/10/git-flow-vs-github-flow/>

Once you are satisfied, **fork** the COMP150 GitHub repository as outlined in the assignment brief. Then, ensure that everyone in your team has access to the repository.

Copy the design document you have prepared into the README.md file. The README file for your repository **is** your design document.

Keep it simple.

This should require 30-45 minutes.

Activity #3: Setting Up Trello

Once your version control pipeline is ready, **setup** a Trello board and **populate** the first sprint of your Trello board with user stories.

This should require 30-45 minutes.

Activity #4: Setting Up PyGame

Once your task board is ready, **add** skeleton code to your repository in preparation to tackle your first user stories. Ensure that everyone on the team understands this foundational code.

It is essential that every member of the team be deeply involved in programming! Practice mob programming and pair programming!

This should require 30-45 minutes.

Your first PO meeting is next week! You will demonstrate your Trello board and a framework for your game in PyGame. Use your self-directed practice time over the week to develop the pitch.