

WORKSHEET D/E: INDIVIDUAL SPECIALIST CONTRIBUTION

Version 1.0
BSc Computing for Games
COMP130

Dr Ed Powley

Introduction

This worksheet assesses your individual specialist contribution to your team game development project. Note that this worksheet carries a double weighting with respect to the other COMP130 worksheets.

To complete this worksheet:

- (a) **Write** a brief summary, no more than **one side of A4 paper**, stating what tasks you have completed in each sprint of development.

This document is not assessed *per se*, but serves as a reference for your Product Owner to recall your main contributions to the project.

"There is no 'I' in 'Team', unless you count the vertical part of the 'T'."

— Demetri Martin

Submission instructions

If you have not already, begin by **forking** the GitHub repository at the following URL:

<https://github.com/Falmouth-Games-Academy/comp130-worksheets>

Use LaTeX or your choice of word processing software to prepare your one-page summary. Your document should contain **one heading per sprint**, beginning with Sprint 0 and ending with your final sprint. Under each heading, write **2–3 bullet points** outlining the main tasks which you undertook in that sprint, and identifying with whom you collaborated on these tasks where applicable.

Save your document as **PDF**, and upload it to the `worksheet_D` directory.

There is **no** separate formative submission for this assignment. Ensure that your document is included in the final summative submission of your COMP130 worksheets on LearningSpace.

Marking criteria

Your individual contribution to the team game will be marked according to the following criteria:

- **Contribution and value to concept.** Is the contribution adding value in line with the game's concept?
 - Does the student's work add appropriate value to the game?
 - Given the available time and resources, are the student's efforts suitable and relevant?
 - Has the work been crafted in line with the game's high concept and unique selling points?
- **Effective use of specialist skills.** Has the student used appropriate techniques from their specialist route to create work of a suitably professional standard?



Modern game development, particularly in AAA studios, is characterised by large team sizes. More than 1000 developers contributed to *Grand Theft Auto V*.

- This is considered from the perspective of a player. For example, to a programmer it might mean the game runs smoothly and is free of obvious bugs.
- Note that in this instance you are **not** being assessed on factors that are not visible to the player, for example the maintainability of your code.
- **Use of Agile and Scrum principles.** Has the student effectively utilised Agile & Scrum principles? To what extent has the student...
 - Participated in scrum meetings (sprint planning, stand-ups, sprint reviews)?
 - Engaged with the iterative sprint cycle (plan, build, play-test, evaluate)?
 - Shown willingness to adapt and to accommodate change?
- **Teamworking skills.** Has the student shown good teamworking skills?
 - Has the student communicated professionally and considerately with their peers?
 - Has the student shown an ability to both give and receive constructive criticism well?
 - Has the student demonstrated good teamworking skills such as: listening, questioning, persuading, respecting, helping, sharing, and participating?

These criteria will be assessed by your **Product Owner** based on what they have seen of your work and of your professional practice throughout the semester, particularly in sprint reviews and retrospectives.