

Current Pipeline

Victorian Motocross

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UAT MS509

Pipeline Project: Part 1

Disclaimer

As of the writing of this document, I have only been able to establish meaningful contact with two of the four team members of the *Victorian Motocross* team, Elijah and Marissa.

Overview

The undergraduate project team for *Victorian Motocross*, a Victorian-era themed *Road Rash*-style racing combat game, is made up of only four students. The four team members are three engineers: Ben, Aramis, and Elijah; and a single artist: Marissa. The team is led a faculty member, Brad, who acts as the art lead, product owner (PO), and producer for the team. The team currently lacks any form of explicit, defined pipeline, but does have some semblance of unspoken process when it comes to the introduction and adoption of features for the game. The team is incredibly small and in the very early stages of development, so it is understandable that their pipelines are not in any way concrete.

Feature Pipeline

The introduction of new features to *Victorian Motocross* can be done by any member of the team in their current process. Team members simply add their feature requests to the backlog in the team JIRA project, then the team discusses the new tasks during the weekly team meeting. Feature requests are approved by the team's product owner and then slotted into the Kanban board as selected for development, meaning they are ready to be assigned and have work put towards them. The current processes for feature costing, decomposition, prioritization, and documentation are nearly nonexistent. Features are discussed during weekly team meetings as they are assigned out and rough costs are applied at that point. There is currently no process for documenting the completion of a feature nor its expected behavior.

Art Pipeline

The current pipeline for new art assets in *Victorian Motocross* is that the art lead generates all art tasks based on what they expect is required for a feature or based on discussions during the weekly team meeting. Since the team only has a single artist, there is no process for art task decomposition between artistic sub-specialties (modeling, rigging, texturing, etc.). The team has no specified technology requirements for new art assets, other than that they are usable in the Unreal Engine. All art assets are approved by the art lead before being marked complete in JIRA.

Engineering Pipeline

The engineering pipeline is split into two distinct pipelines: bug fixes and feature implementation. Bug fixes have no approval process, they are simply added to the JIRA board and worked on or directly submitted to the code repository without tracking or approval. Feature implementation tasks are approved by the product owner during team meetings and assigned to one of the engineering team members for work. Once the assigned engineer believes their task to be done, they submit it to the code repository and move the task into review. The product owner later reviews the tasks in the review state for adequate completion. There is no current process for the testing or documentation of new engineering features as they enter the codebase.

Conclusion

As stated in the disclaimer, this information is based on only one half of the team members' statements, but those two team members collectively contribute to engineering, design, and art so they should provide reliable enough coverage of what exists of the pipelines. The *Victorian Motocross* team is extremely small and very new, so what few processes they do have exist only by word-of-mouth and many of the steps operate on the honor system.