



CS74.42A Game Development

Fall 2018 ~ Ethan Wilde

Week 16



Welcome

- Course Outline: This Week
- Sprint to the End: Scrum Development Process
- What to Do Next

Course Outline

1 World of Game Development	10 Physics, Particles + Effects
2 Play a Game, Learn to Code 1	11 Midterm Review / Draft GDD
3 Play a Game, Learn to Code 2	12 Prefabs + Classes / Build Sys
4 Intro to JavaScript + Systems	13 Final Project: Design Game
5 Browser-Based Games	14 Adv Development Techniques
6 Working with Sprites + Controls	15 Build + Playtest Sprint 1
7 Level Maps, Atlases + Tiles	16 Build + Playtest Sprint 2
8 UI + Sound	17 Build + Playtest Sprint 3
9 Simulating the Physical World	18 Final Exam (online)

Get all of the details in the complete syllabus on Canvas.

**Weeks 12-14: Omitted due to smoke days and Thanksgiving.*

Building Final Project

Week 16	Build + Playtest Sprint 2 Share a URL to your in-progress work in the Weekly Discussion
Week 17	Build + Playtest Sprint 3 Share a URL to your in-progress work in the Weekly Discussion
Finals Week / Week 18	Final Project Due Participate in the Final Project Presentation Discussion

Building Final Project

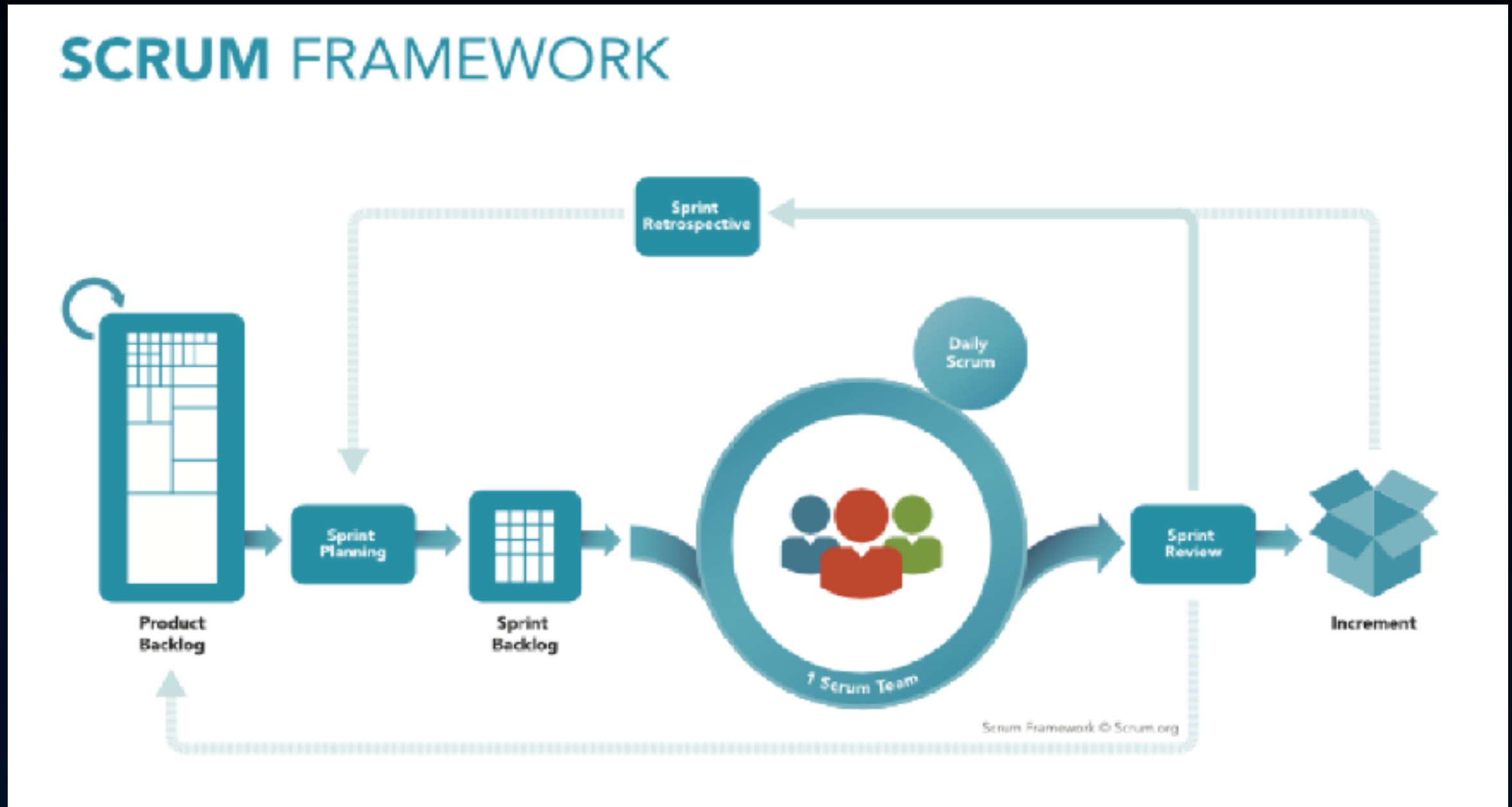
Small steps to success

1. *Weekly Build Sprint*

2. *Weekly Playtesting*

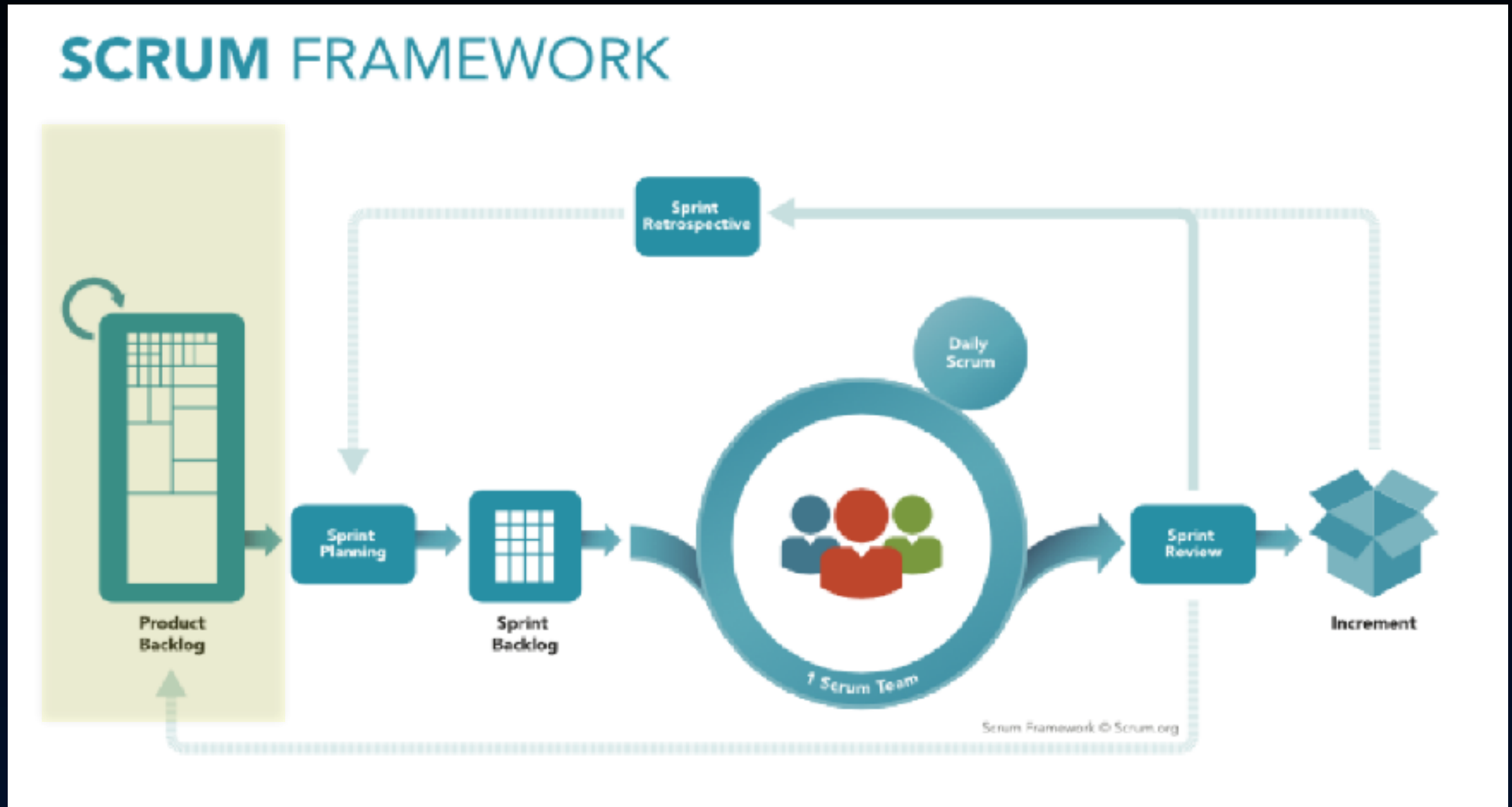
**The Scrum Development Process introduces
concept of sprints.**

Building Final Project



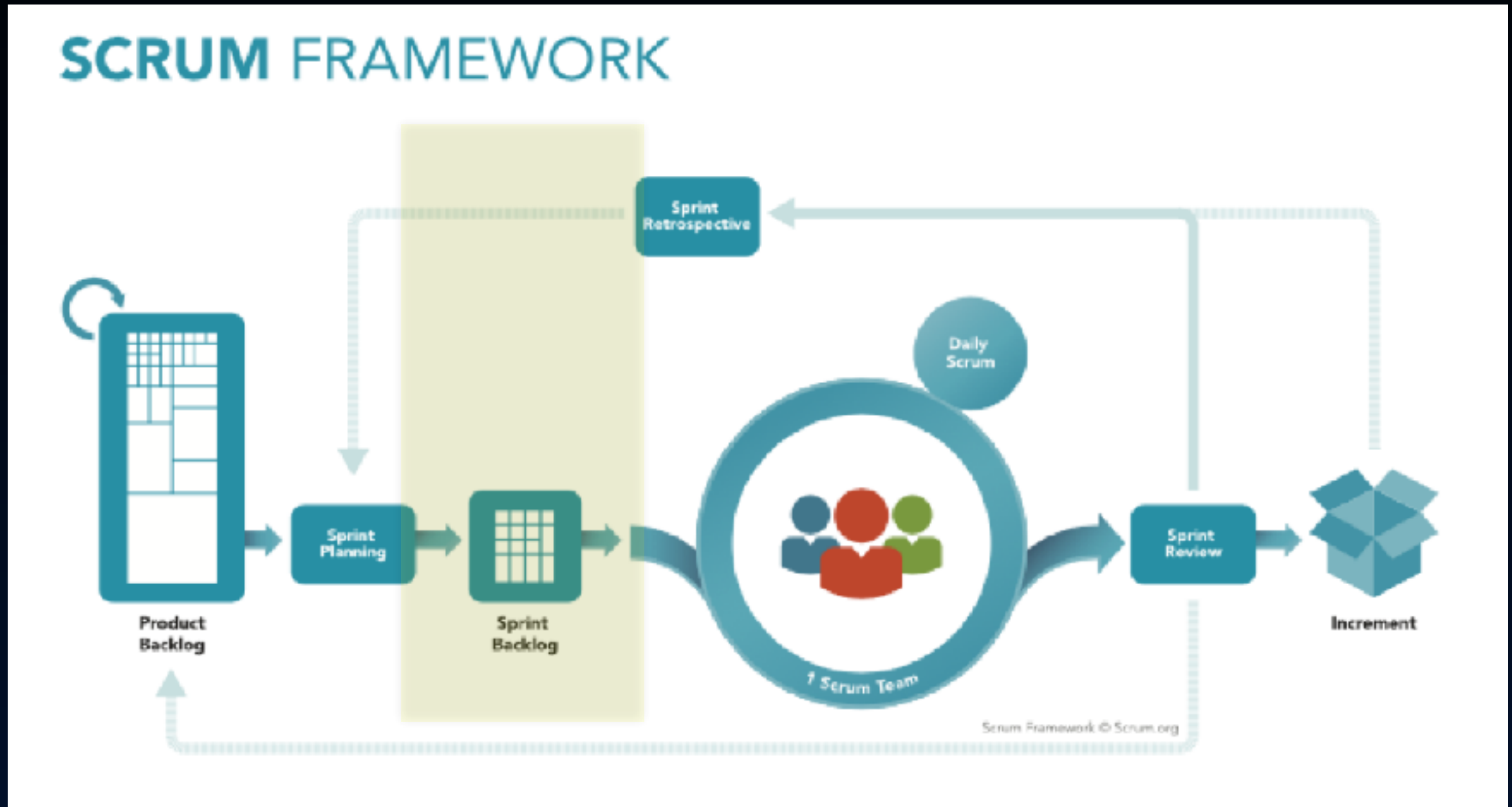
<https://www.scrum.org/resources/what-is-a-sprint-in-scrum>

Building Final Project



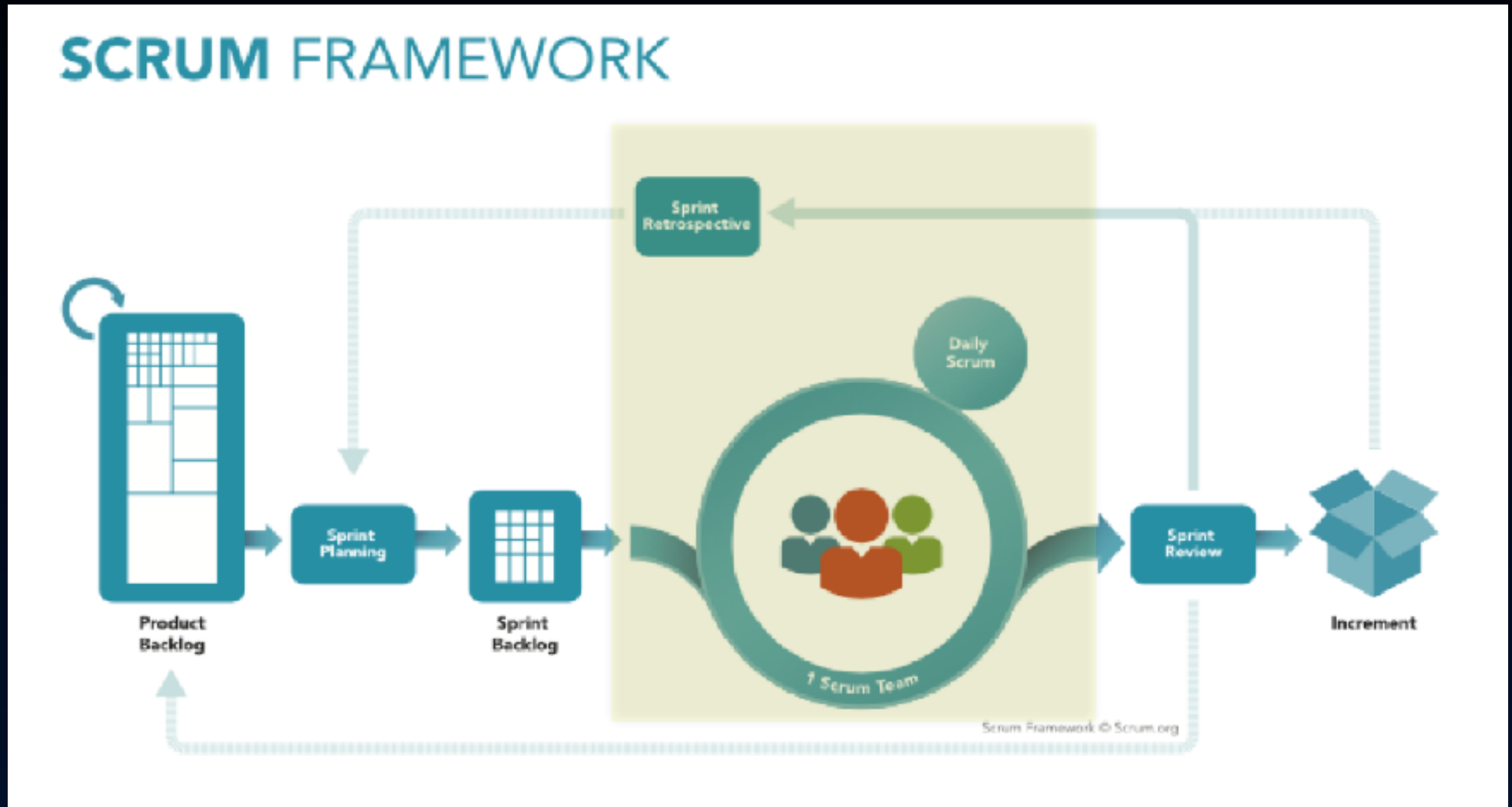
Product backlog: list of tasks needed to reach release version of game.

Building Final Project



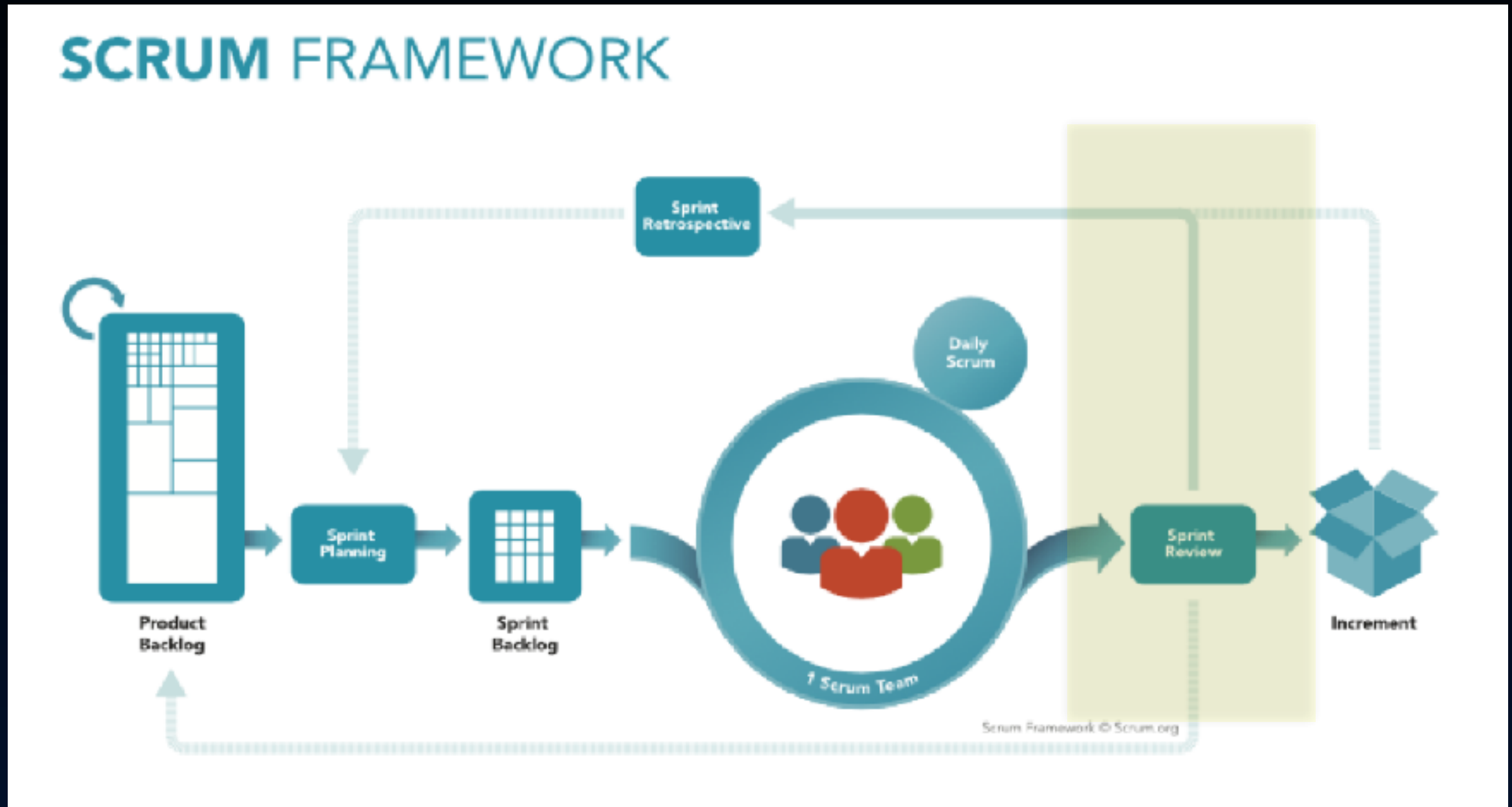
Sprint backlog: list of tasks planned for current sprint.

Building Final Project



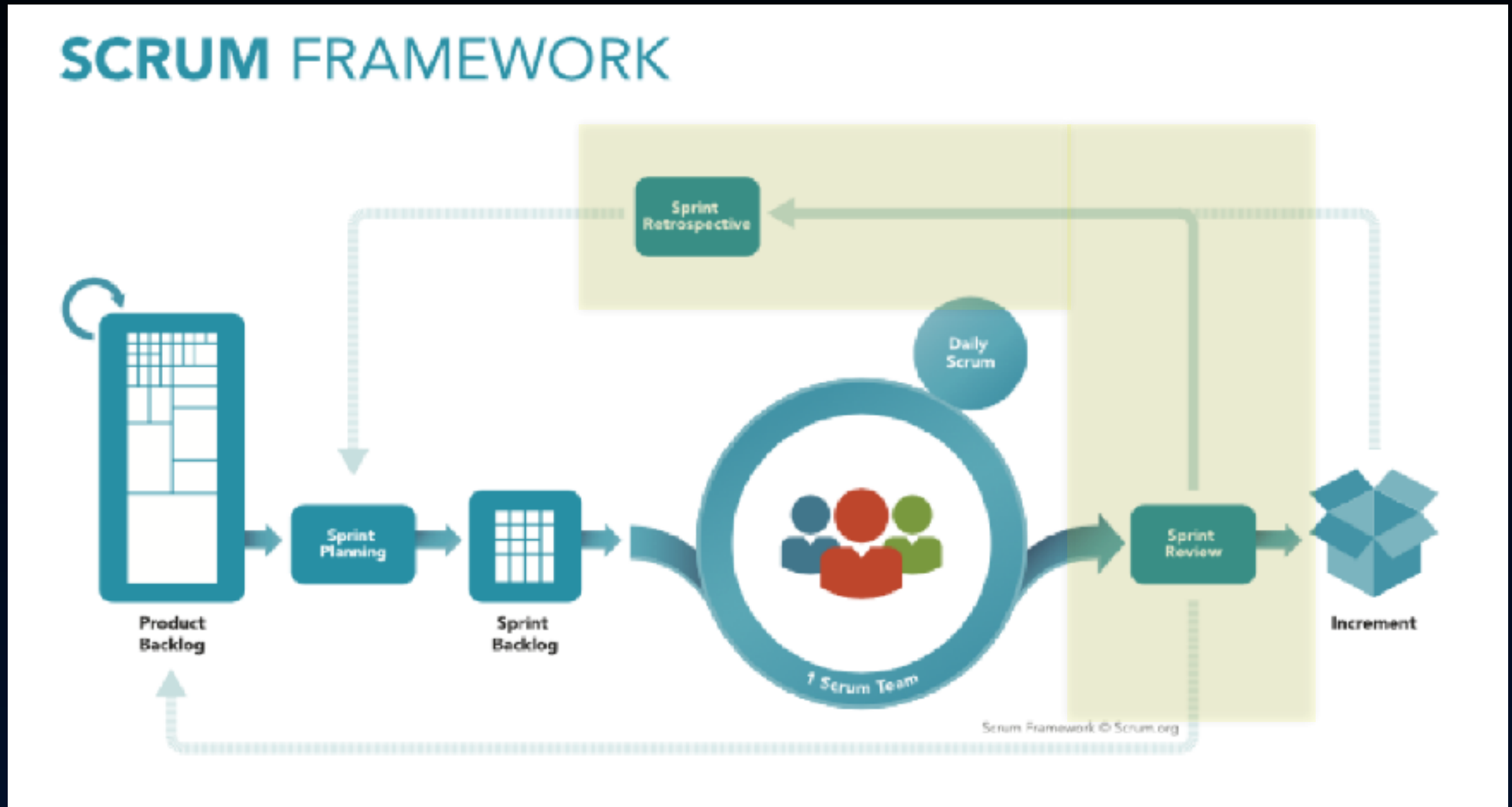
Daily scrum: daily team meeting to discuss impediments and progress

Building Final Project



Sprint review: opportunity for play testing

Building Final Project



Sprint review: opportunity for play testing

Sprint retrospective: playtesting feedback to next sprint

What to Do Next

- **Reading + Watching + Doing**

- Read “*Building A Strong Indie Game Development Team*” found at http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building_A_Strong_Indie_Game_Development_Team.php

- **Homework**

- **Assignment 15: Rough Prototype**
- **Discussion 7: Game Dev Teams + Roles**
- **Quiz 2**

- **Canvas Site**

- All materials available there
- canvas.santarosa.edu/courses/33387