



This is a graded discussion: 15 points possible

due Dec 14

Week 16: Discussion 7: Game Dev Teams + Roles

9 13

Game Dev Topic: "Game Dev Teams + Roles"

Participation in this discussion is required for this module.

Your participation is worth a maximum 15 points of your total class point score. In order to earn a full score of 15 points, you must post two or more times before this discussion closes.

A. This Week: Make your first post with your initial thoughts after doing all of the following tasks:

1. Read the article "Building A Strong Indie Game Development Team" at Gamasutra: http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building_A_Strong_Indie_Game_Development_Team.php (http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building_A_Strong_Indie_Game_Development_Team.php)

B. Next Week: Follow up with a second post.

Respond to your classmates' shared perspectives on the team-based aspects of game development.



← Reply



[Greg Hughes](#)

(<https://canvas.santarosa.edu/courses/33387/users/63033>)

Dec 11, 2018



This is a great rundown about starting a game development company.

It is interesting because games are made to entertainment, but ironically, business isn't about fun games. It needs to be taken seriously. As it says in the article, if you don't have serious positions including someone to manage the business aspect of it, you might as well be making a game

purely for fun. However, it is great hearing about some one-man developers that do 90% of the work, and once the project starts to look promising, some people come to the developer to help!



[Munte Murad](#)

<https://canvas.santarosa.edu/courses/33387/users/132439>

Dec 14, 2018

Great point on the business aspect, an how they need to be serious bout it.



[Michael Rosenhahn](#)

<https://canvas.santarosa.edu/courses/33387/users/48981>

Monday

One thing I saw missing from the business side was how the game is to be published. It may have been outside the scope of the article but having a good Publisher to get the game out there can make a difference. I have see Publisher that will publish a game but they also find a way to have the game studio sign away the right to the game. If the Publisher closes down the game, the developers will find that they cannot take the game elsewhere for hosting as they have lost the rights to the IP.

So under business, there should also be a good legal adviser to help the studio with copyrights and making sure they keep the rights to their hard work if they move on to another Publisher.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Wednesday

Great real world issues to highlight Michael.

With Google Play and Apple App Store, you can also self-publish.

But getting attention in the saturated world of mobile games can require resources and specialized partners.

← Reply



[Gregor Gonzales](#)

<https://canvas.santarosa.edu/courses/33387/users/51207>

Dec 14, 2018

I found this article to be very insightful for starting up a game development team. It explains the many rolls that a team consists of, and the many benefits for working as a team. A game is a lot of work, and sometimes it's hard to keep a game updated with one person working on it. I have seen many independent game developers loose players because they failed to update to make their game better or to fix any bugs that popped up. This article builds on the fact that if multiple people worked on a game, the progress and potential the game can create is incredible.

[Greg Hughes](#)<https://canvas.santarosa.edu/courses/33387/users/63033>

Monday

Gregor,

thats a great point you bring up about responding to feedback and criticism. A lot of big games rely on the community to introduce new features and fix bugs that are being reported. Having the proper channel to hear back from your players and the people who look at that is critical to a games long term success.

 [Reply](#)[Munte Murad](#)<https://canvas.santarosa.edu/courses/33387/users/132439>

Dec 14, 2018

I think that the article is very useful because it shows every thing a simple game development need, or the main structure for a game development team. It shows the what a graphic team needs including the art team, also has a good point in the sound department and how it needs to be dealt with first, as sound always feels like it should be at last but not really. And the mention of the business as many indie developers don't have experience or they just don't care but its an important aspect of the success of a game.

 [Reply](#)

[Michael Rosenhahn](#)<https://canvas.santarosa.edu/courses/33387/users/48981>

Monday

This article shows that it takes more to form a Game Development Team than just being able to bang out some code and come up with some nifty artwork.

The two areas that I feel were very important are having personalities that can get along and being able to resolve any conflicts. From personal experience I have seen a budding game studio implode because the personalities did not get along and they could not resolve their conflicts over issues such as what game engine they should use, story line, art, etc.

Also that the business side and the development side must be able to properly align to the common goal of releasing and maintaining the game. I have seen some game companies where on the business side only cared about the money and could care less about the game content, unless that content would bring in lots of money. I have also see game developers who were less concerned about the customer satisfaction than doing what they felt things should be.

[William Cooper](#)<https://canvas.santarosa.edu/courses/33387/users/48869>

Monday

> I have also see game developers who were less concerned about the customer >satisfaction than doing what they felt things should be.

I've noticed this a lot, but sometimes the developers are correct to do what they do. The customer is not ALWAYS right. I've seen it a lot in MMOs where the most vocal parts of the community are yelling for some change, but the devs refused because they're things that would significantly imbalance the games.

It's not always the case though! An old example comes to mind from the early days of World of Warcraft: the Warlock class was severely under-powered for a long time. The devs insisted Warlocks were fine. It came out that NONE of the people responsible for class balance actually played Warlocks. Once that changed, Warlocks quickly became more powerful...

[Will Lucic](#)<https://canvas.santarosa.edu/courses/33387/users/107343>

Wednesday

I think the balance between listening to customers and 'sticking to your guns' is a good one to have. I think a lot of it comes down to the motivation for customer's complaints. Much of the

time people complain about whatever it is they find difficult about a game. Often their struggle comes from a lack of understanding of game mechanics. If this is the case, it's probably not best to do exactly what customers are asking for.

Doing nothing also might not be the best idea, however. If the things that aren't being understood weren't deliberately made inscrutable, it might be a good idea to add something to the game to make mechanics more clear. Things that could be added for clarity are visuals or sounds that accompany timings of things. In Smash Bros, the trail that Marth's sword makes is brighter near the tip of the sword to show that his sword is stronger there. In Bloodborne there's a flash and a 'shing!' sound when you've fully charged a heavy attack.

Of course sometimes making the changes customers ask for or just doing nothing might be the best option, but I think adjustments that add clarity can often give the best of both worlds between game dev's visions and customers' complaints.

← Reply



(https://

[William Cooper](#)

(<https://canvas.santarosa.edu/courses/33387/users/48869>)

Monday

This is a good rundown on all the parts a game company needs to function. Some of the best games, especially in recent years, have come from small independent game companies. Not having a strict time-line or being forced to implement money-making schemes by corporate suits who haven't played a single video game in their lives really makes the artistry of indie games shine.



(http

[Ethan Wilde](#)

(<https://canvas.santarosa.edu/courses/33387/users/88400>)

Wednesday

Go indies!

← Reply



(https://

[Will Lucic](#)<https://canvas.santarosa.edu/courses/33387/users/107343>

Wednesday

This article seemed to be a good introduction to forming a team. Two things I hadn't expected to see were the sections on workloads and personalities. It makes a lot of sense that people might not be able to invest the same amount of time, especially for an indie team in which many members may have other jobs or may be students. It also makes sense that the issue of personalities could be magnified in a small group setting. I think I have a better idea of the logistics of creating a game now.

[← Reply](#)