

Project Report Breakdown

Title Page:

Include your name, the name of your game and a brief description of the game.

Visual Identity:

Show research for the game's aesthetic direction. Discuss the decisions made and your reasoning regarding the game's visual direction. **Include moodboards.**

Planning:

Discuss how you coordinated with your team. Mention daily scrum, weekly sprint review and sprint retrospective. Discuss what you did as a team in each sprint. Mention project management software and source control software used (Hack n' Plan and GitKraken). **Include screenshots of Hack n' Plan.**

Prototyping:

Discuss what you did to arrive at a build for early playtests. This could include placeholder assets, test levels or excluding certain assets/features/content until later. Look back at your first two builds. Discuss how you prioritised what to include in early builds. Discuss how this informed your final design.

Playtesting:

Discuss weekly playtests and playtests with year 2 students. Mention feedback received and changes made to the game in response to this feedback. You may also mention anything you observed when watching people play the game.

Individual contribution (individual):

Discuss the parts of the game that you personally worked on. Discuss how you effectively worked within the team. Mention any issues you ran into working with the team and how you resolved them.

Reflection (individual):

Reflection upon the development process as a whole. Reflect upon how you planned the project and how your team cooperated throughout. Discuss any problems you encountered during development and how you resolved them. Discuss what you learned throughout this project. Discuss anything you may do differently in future projects.