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# Daily To-dos

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# QA Schedule

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## Start of class Today

- Final turn in
  - Nothing left un-integrated into the main branch
  - Final Installer pushed to repo
  - Games running on target platforms
- New build delivered to QA teams
- Testing team must confirm that bugs are truly fixed
  - “Can Not Reproduce” and “Fixed Waiting Confirmation” verified by the tester who entered it
  - Staff confirms Duplicate, Known Shippable, and Not a Bug issues

## Before end of lab

- Postmortem
  - Class discussion
  - Document creation
- Wrap up

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# Postmortem Class Discussion

## Phases of Production

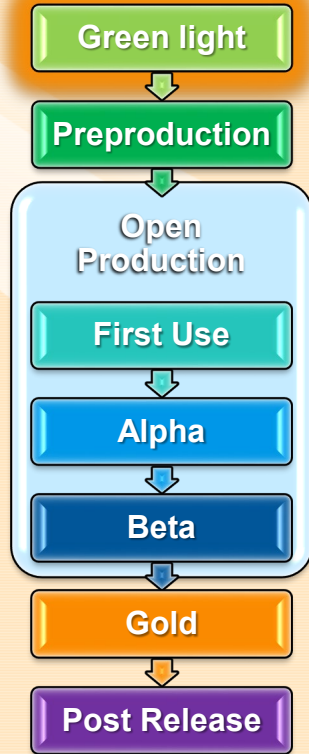
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# Review and discuss

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- Projects are wrapped (or just about)
- Let's discuss the development process we went through
- What worked
- What didn't work
- Where could it be improved for our next projects
- If you were to run your own team independent of full sail how would you change the process?

# Green light

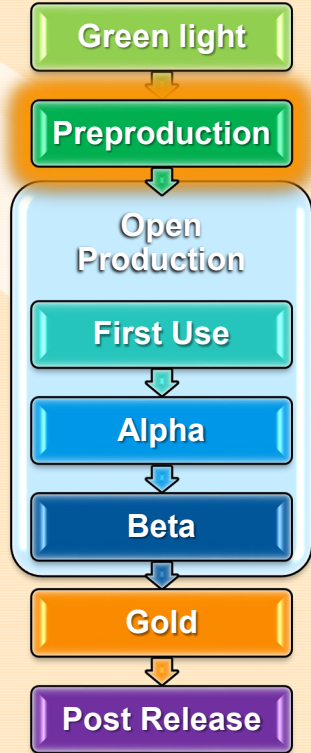


## Concept and funding

- Core documentation is written
  - Project description
  - Business case
  - History of like projects
- Conceptual artwork is created
- Risk/complexity assessment
  - Tech, Design, Assets, Organizational.
  - Paper and electronic prototypes are created, tested, and prove the idea works
- Funding has been structured

**REVIEW AND DISCUSS**

# Phases: Pre-Production

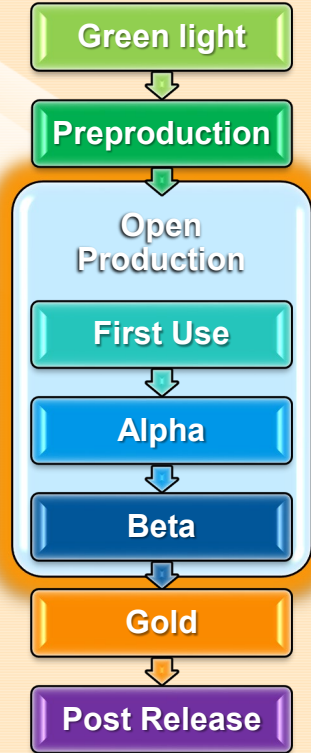


- Project management plan
  - Formalize process
- Project scope baseline
  - Design understood and documented
  - Task breakdown/Product backlog written
  - Engine/Tech Research completed
- Budgeting baseline
  - Licenses
  - Physical needs
  - Evaluate Human Resources
- Schedule baseline
  - Milestone dates/Gantt charts

(End of AHI)

**REVIEW AND DISCUSS**

# Phases: Open Production

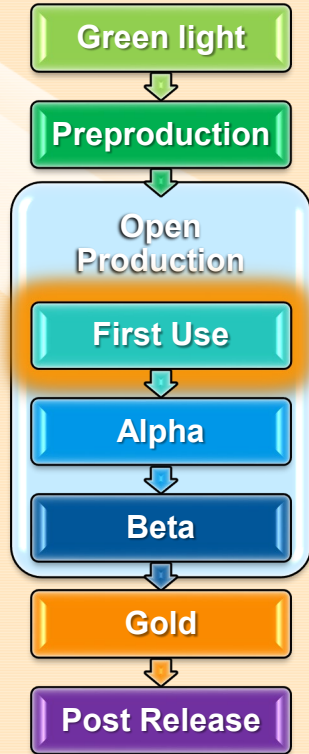


- Planning is done let's get building
- Obvious aspects
  - Complete tasks
  - Verify completeness
- Change requests
  - How to you handle changes to the game designed in preproduction

**REVIEW AND DISCUSS**



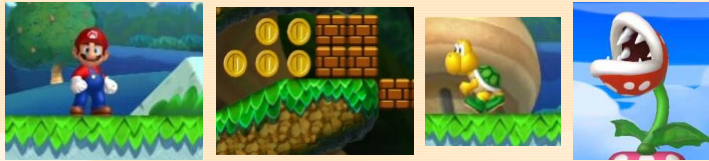
# Milestone: First Use/Playable



- A completed single level that displays most Global aspects of product in a Local environment.

- Global: Things necessary for every portion of the product

- Main player actions
- Environment
- Main obstacles



- Local: Things only necessary for specific portions

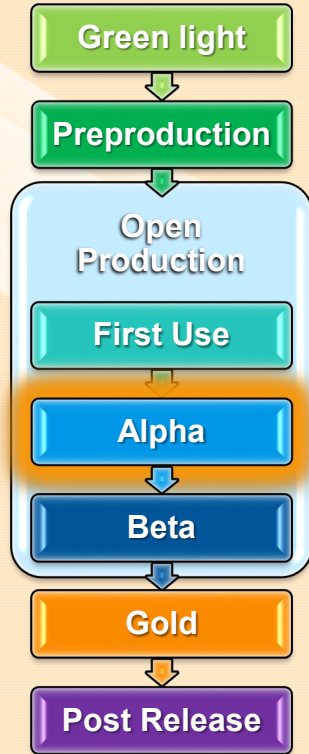
- Everything else



REVIEW AND DISCUSS



# Milestone: First Use/Playable

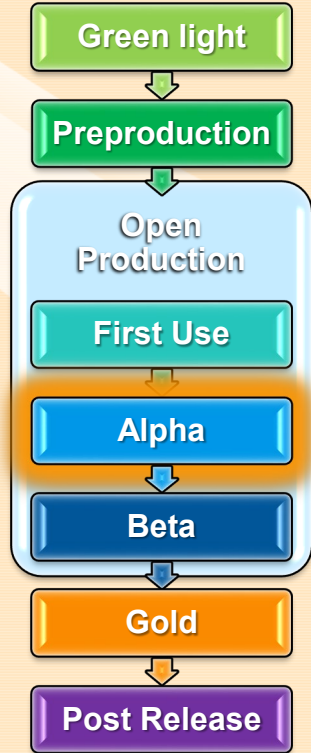


- Vertical Slice
  - Useable product
  - Intended gameplay achieved
  - Fun factor realized
- Play/Use testing can start
  - Product must be able to sell itself
- Often when projects get canceled

(End of PP2)

**REVIEW AND DISCUSS**

# Milestone: Alpha



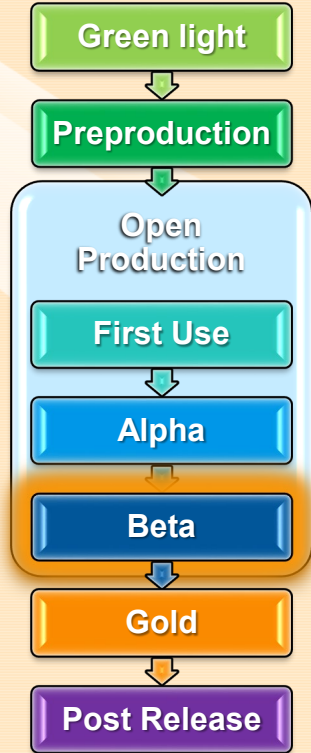
Completed the construction of all features

- Example of every features exists in the game
- Unnecessary features dropped
- Active development on new functionality stops

**REVIEW AND DISCUSS**

# Milestone: Beta

Finalizing content for the product



- All placeholders and temporary content replaced with final quality versions
  - Art
  - Sound and Music
  - Design/Layouts
- Balancing and play testing completed
- Removed all debugging tools

**REVIEW AND DISCUSS**

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# Postmortem Document

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# Postmortem

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Complete the postmortem for project

“Postmortem Discussion” activity on FSO

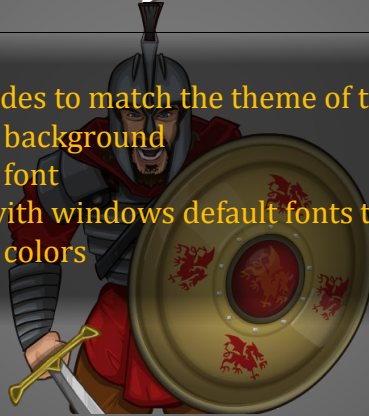
- Discuss as a team how the project went
  - What went well
  - What went poorly
  - How can we do better next time
- Organize the team’s thoughts using Postmortem Template.pptx from the

# Game name

*By Team name*

Format the slides to match the theme of the game

- Change the background
- Change the font
  - (stick with windows default fonts tough)
- Change the colors



Short game description. (MVP, key features, game goal)

Replace these with your team name and game name

Game name

*By Team name*

Replace this with  
an image that  
represents  
your game



Short game description. (MVP, key  
features, game goal)

Replace this with  
the best short  
description you  
can write of your  
game

How do you plan  
to describe this  
project on your  
resume?



# The Team



Replace this with  
A picture of the team

Each team member  
should have a  
credit and  
description on how  
they contributed to  
the project

Team member 1  
Primary Contribution  
Thing created  
Thing created

Team member 2  
Primary Contribution  
Thing created  
Thing created

Team member 3  
Primary Contribution  
Thing created  
Thing created

Team member 4  
Primary Contribution  
Thing created  
Thing created

Items here should  
be like the items you  
would be willing to  
endorse each other  
on LinkedIn

# Progress

Get a screen shot of what your game looked like at the end of each major milestone

Whatever best represented your product at the time

AT FIRST I WAS LIKE



• Prototype

AT FIRST I WAS LIKE



• First Playable

AT FIRST I WAS LIKE



• Alpha

BUT THEN I WAS LIKE



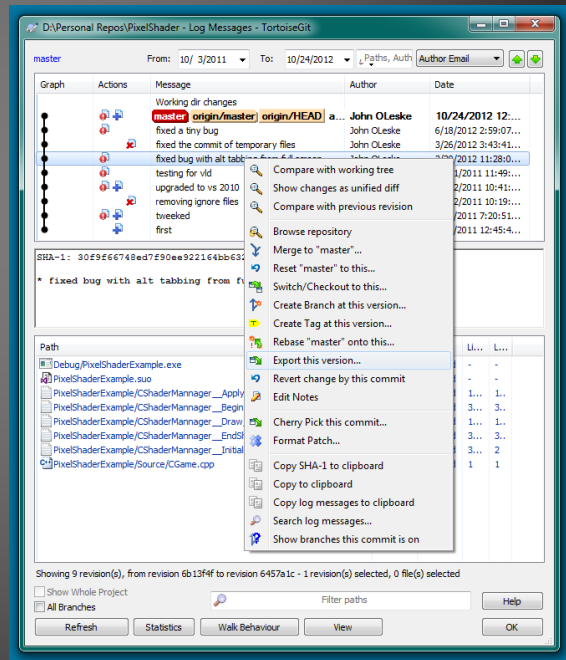
• Final

# Progress

If you don't have a screen shot of each milestone it is easy to get using the repository

Using git

- Show the log of the project
- Right click on the milestone day and export the version
- This will let you export a zip of the build as it was at the moment



# Tips/Tricks

- Header 1
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.
- Header 2
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.
- Header 3
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.
- Header 4
  - Advice you would give other students or other developers in the industry, based upon the experience you had with this game.

“Advice I wish someone would have told me” or “advice I wish I would have listened to” when we started this project slide

# What Went Right

- Thing that happened 1
    - This is why it was cool
  - Thing that happened 2
    - This is why it was cool
  - Thing that happened 3
    - This is why it was cool
  - Thing that happened 4
    - This is why it was cool
- What went well on the project?
  - What was easier than you expected?
  - What turned out exactly the way you wanted it to?
  - What turned out differently but better than what you intended?

# What Went Wrong

- Thing that happened 1
  - This is why it was not cool.
  - This is how we overcame the problem
- Thing that happened 2
  - This is why it was not cool.
  - This is how we overcame the problem
- Thing that happened 3
  - This is why it was not cool.
  - This is how we overcame the problem
- Thing that happened 4
  - This is why it was not cool.
  - This is how we overcame the problem
- What went poorly on the project?
- What was harder than you expected?
- What turned out really differently the way you wanted it to for the worse?
- What turned out exactly the way you intended wasn't and good in practice?

# Postmortem

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- Teams discuss each section
- Create PowerPoint presentation
  - Submit postmortem



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# Expo

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# Preparation

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Open floor expo format

- Projects from multiple degrees and points in their degree will all be presenting
- It brings in a crowd
  - Students
  - Staff
  - Career development even brings potential employers
- Guests will play your games on your systems
  - We provide you a table, chairs, and a surge protector
  - Have any other needed hardware ready
- Guests will interact with you directly

# Preparation

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Come in ready

- Each team will be provided with a table with power and seats
- Have games installed on computers
  - All hardware needed to present
- Dressed professionally
  - Business casual attire
  - Even better to dress uniformly

# Preparation

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Optional:

- Have things to hand out for interested guest
  - Business cards with short link to play the game online
- Anything to display on the booth

# Preparation

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## Schedule

- 10:30 AM:  
Arrive at Full Sail Fortress to set up
- 11 AM:  
Venue opens to guests
- 1 PM:  
Expo closes
- 2 PM:  
Clean up completed

# Preparation

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Expo format presentation

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# Wrap up

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# Wrap up: Other Full Sail dev opportunities

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- IGDA
- Game Jams
- Federal Work Study Program
- Guild of independent game developers
- Breakpoints (Full Sail club)
- Career development department
  - Take advantage of open door days

# Class wrap up: Critiques

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Student Course Evaluations need to be filled out

- We do read the critiques
  - Our boss reads them and we discuss them amongst ourselves
  - Comments > filling out bubbles
- All 3 of the project classes have their own Critiques
- Make sure the comments are unambiguous
  - Name the course director / lab specialist you are talking about when you do

# Class wrap up: Career module

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Career module

- Make sure all tasks have been completed