

PROJECT BACKGROUND – Project: Release of a Game About My School

I remember how stressed I was when choosing a high school. I didn't know what to expect. The first days in a new school were also not easy. That's why I decided that I wanted to do something about it and help future students at my school.

OBJECTIVE

- a. Date - Release a working game by the end of April 2025, Beta version in January
- b. How will I know the goal has been achieved? – The number of game plays; students in the hallways will be talking about the game
- c. Location - VILO, Bydgoszcz
- d. Who will I accomplish this with? - With a few friends

STAKEHOLDERS

- a. This project will primarily impact the students of the 6th high school in Bydgoszcz, their teachers, and parents.
- b. Those involved in the school's social media can help ensure the game's information reaches as many people as possible. Additionally, assistance in promoting the game can be sought from the student council.
- c. A potential obstacle may be the punctuality of team members, maintaining team motivation, especially during school, and technical issues (bugs).

Success Indicators for the Project

Criteria	Importance (1-3)	Ideal Level	Minimum Acceptable Level
<u>Regularity of Releases</u> - The game is developed and released according to a set schedule (e.g., beta version by January 2025).	3	The game is completed and released without delays as planned.	The game is released by the end of the school year, even if it's not fully polished.
<u>Quality of Content</u> - The game features engaging, well-designed environments and diverse interactions (e.g., different rooms, objects to interact with).	3	All areas are well-designed and thoroughly tested, providing an engaging experience.	Most areas are functional and interesting, with minimal bugs.
<u>Community Engagement</u> - The project involves significant	3	Regular feedback and contributions from various authors, positive reviews from	At least a few students and teachers participate in each stage of development.

participation from the school community (students, teachers, parents).		the community, active participation in the game's development.	
<u>Skill Development for Students</u> - Students involved in the project develop their coding, design, and project management skills.	3	Students significantly improve their skills, showing clear progress in quality and functionality with each update.	Students develop their skills, although progress is moderate.
<u>Distribution and Reach</u> - The game reaches a wide audience within the school community.	2	Every version of the game is played by most of the school community.	The game reaches at least half of the students and teachers.
<u>Feedback and Satisfaction</u> - Positive feedback from players and contributors.	2	Regular positive comments and suggestions about the game's features and content.	No negative feedback, with occasional positive comments.

SCOPE, MILESTONES

What will be created in the project?	When do we plan to create it?	Approximate Cost?
<u>School-themed game</u> - A regularly updated game in Pygame representing our school, allowing for virtual exploration and interaction.	January 2025 (beta version)	Development Costs: <u>Approximately 0 PLN (if using free tools and assets).</u>
<u>Team Development</u> - A team consisting of students and friends working together on the project.	It's already created	Team collaboration tools: 0 PLN (using free resources).

OUT OF SCOPE

School Infrastructure - Utilizing available computers and equipment in the school.

Internet and School Network - Access to the Internet for research, communication, and publishing.

Teacher Support - Teacher as a project supervisor to help coordinate student activities.

Library Resources - Using school library resources for research and content creation.

Online Platforms and Tools - Use of social media for promotion and collaboration tools like Google Drive for project management.

PROJECT BUDGET AND OTHER CONSTRAINTS

- a. Funds will depend on the school council's decision.
- b. January 2025 (beta version)
- c. A group of interested students and a supervising teacher
- d. The project may depend on other initiatives:
 - School Computer Lab Modernization Project - If the school begins a computer lab modernization project, access to computers and software will be crucial for game development.
 - School Promotion Project - The school may have a project promoting its activities and student achievements. The game can be an integral part of this initiative, collaborating on promotions.

RISKS

What could go wrong?	How to prevent or mitigate negative events?
Delays in Schedule	Weekly team meetings to monitor progress and address issues in real-time. Establish clear task divisions and responsibilities within the team to prevent delays. Create realistic and flexible deadlines with buffers for potential delays.
Technical Issues	Have backup equipment or alternative software in case of failure. Work with a reliable game engine or platform that guarantees quality and timely development.
Low Reception of the Game	Promotion and Marketing: Actively promote the game on social media, announce it at school meetings. Create engaging content that appeals to the school community. Gather feedback regularly from players and adjust the game to meet their needs and interests.

OPPORTUNITIES

What could help me realize the project cheaper, faster, or easier?	What can be done to utilize or strengthen positive events?
Collaboration with the School Community	Involving more students and teachers in the project. Active recruitment: Organizing informational meetings, presentations at school assemblies, promoting the project on social media.
Feedback and Surveys	Regularly gather feedback from players and participants to improve quality and tailor the content to their expectations. Conduct surveys among students, teachers, and parents to gather opinions and suggestions about the game. Organize open

	meetings with players where they can share their opinions and ideas.
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ADDITIONAL INFORMATION

*** Skill Development:**

Coding: Students learn to code, design, and develop interactive experiences.

Critical Thinking: Analyzing and interpreting user experiences, creating opinions and comments.

Design: Designing game environments, creating illustrations, and user interfaces.

*** Integration of the School Community:**

Information: The game informs about school events and activities.

A Space for Expression: A place for students to share their thoughts, stories, and ideas.

*** School Promotion:**

Reputation: A high-quality game can be a showcase for the school, demonstrating its commitment to student development.

Creativity: Experimenting with different forms of expression, from traditional gameplay to multimedia experiences.

PROJECT TEAM

Project Manager – Julia Nadolska (me)

Other Members:

- **Section Developers** - responsible for different aspects of the game (e.g., design, coding, testing).
- **Game Testers** - gather information, conduct testing, provide feedback on gameplay.
- **Graphic Designers** - design the game interface and create graphics.
- **Marketing and PR Lead** - promotes the game, organizes events related to its launch.