

Wheel of Reality Event Form

Project Code Name: Project Nautilus

Project Lead Name: Travis Moore

Working Title: Couch-Fish-Scate

Genre: Arcade

WoR Category: Logistics

WoR Event #: 1

Evaluation Areas

Project Impact - Risks & Obstacles

What are some of the tangible risks or problems that this event could cause you/your project? These are thing things you will need to overcome and provide detail about in the Potential Outcomes section.

Internet services are critical to the daily operations and tasks of a game development studio, affecting the internal communication and data file transfers of a game project. There are many tangible risks that come with inferior internet that will affect the project that will affect the development team, its productivity, and as a result, Project Nautilus as a whole. Performance issues with the internet will start with lead to end user frustration, making the working conditions for Project Nautilus unbearable for those working on the project. Slow network performance will cause frustration and damage team morale. Developers may become demotivated from not being able to do their job effectively.

The increased frustration and demotivation due to poor internet access will lead to stifled productivity on Project Nautilus. If productivity declines, the amount of time needed to complete the product will likely increase, delaying operations and work flow management. These delays will put Project Nautilus' budget at risk, increasing the costs of the project. An increase to the costs of the project means that the bottom line profits from the project will decrease. Overall, internet access that is too small will end of costing the company more money due to how the problem cascades into all areas of the project. A small internet access damages team morale, productivity, and will cost the company too much money to ignore.

Expertise/Experts Needed

Who could help you with information, guidance, or options? What information could they provide specific to this event?

There are no shortage of business and IT consultant companies when it comes to getting expert advice on how to optimize the company's technology and internet access. There are many studies and polls online about the effects of slow internet on employees, productivity, and the affect it has a company's profits. Contacting an IT consultant company, such as IBM Global Business Services, Deloitte, or even the Seattle-based Avanade, can provide the company with specific studies and solutions for how to take care of a small internet access problem. Using Avanade as an example, their Technology Services provide solutions on modernization, optimization, development, and management of IT systems that could solve this problem.

Potential Outcome

Choose how you will address the issue, overcome the obstacle, include detail about the way you want to solve, minimize, or overcome it. Provide supporting information for your choice.

I will address the issue of Project Nautilus having performance issues based upon internet access that is too small by appealing for an increase in bandwidth for Project Nautilus. Before approaching the representative in charge of the technology and internet for our company I will compile a distilled version of several case studies that make the case for how poor internet can affect Project Nautilus' development team morale, productivity, and jeopardize the project's proposed timeline, budget, and bottom line profits. I will recommend solving this problem by increasing the performance of the company's internet by first recommending that we see if our internal IT department is able to provide any solutions to increasing internet access before consulting an IT Consultant Company, such as Avanade, in order to properly receive expert advice on how best to solve this problem. Avanade may be able to help optimize our existing network infrastructure or provide options on how best to update our network if needed.

If the above solutions are either ineffective or dismissed, then I will suggest that since our team is located within the Main Studio, that our entire project be connected via LAN with its own router and server to delegate network traffic. Bandwidth over LAN could still be an issue, in which case I will suggest that our team do its best to make best use of its meetings to communicate needs and propose a schedule for file transfer check-ins and check-outs. Effective communication and organization will be key to overcoming poor internet access.

Additional Thoughts

Add additional thoughts you would like to share with your peers or the instructor about this event.

Despite being a team located within the Main Studio, it was interesting to see just how greatly poor internet can affect a game development team. Before researching this issue, I did not consider how it can affect the team on a personal level, leading to team morale problems that cascade into affecting the cost of a project.

Peer Feedback Notes

Add notes from your peers during the feedback segment based on above.