

Company Visit to Know the Requirement Collection and Specification Process

Team Members

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Company Information

Name: Kolpoverse

Location: Mohakhali DOHS

Website: Kolpoverse Studios

Job Type: Both

Currently everyone (except one employee) is onsite workers.

Technology Stack:

Unity Full stack for Game Development, Maya, Blender, Adobe Illustrator, Zbrush, Trello, Slack for communication.

Project Type:

Game

Human Resources Information:

Number of Employees:

20-26

Number of Projects:

10 every month on average (about one dedicated developer assigned for every project)

Number of Teams:

10

Team size: 1 Dedicated Developer, Product Manager (oversees multiplies teams), Artist (does art for multiple teams)

Work Type: Project-based \ Team-based - Project Based (Teams are not permanent)

If you collect requirements from a team, you may ask these questions:

Team information: *nin*

Number of team members: *nin*

Role: *nin*

Requirements related information

Process:

- **Do they follow any defined process to develop? Example: Scrum \ Kanban \ Custom\ Undefined -**
 - The Development Process seems to be a somewhat modified version of Scrum.
 - Teams have daily scrum meetings for around 8 for 5 minutes to discuss their current progress, any issues encountered and their plans moving forward.
 - Meetings are also held at the end of the day to discuss how much each team member was able to get done throughout the day.
- **Do they use an electronic board like Jira or Trello?**
 - Yes, they use Trello.

Requirements collection:

- **How do they collect requirements?**
 - Requirements come from the Developers as well as the publishers occasionally. Idea brainstorming sessions are conducted and several game ideas are fully developed from there.
 - For each idea a game document file is created that reflects the initial requirements of the Game.
 - During the development of the game, the requirements are constantly refined to make the game more enjoyable.
 - When the prototype is sent to the publishers, the publishers give their feedback as well.

- **How do they write requirements?**

Example: As a user, I want to post a question on the website.

- The requirements are not collected using a fixed format unlike the example.
- Instead, they conduct brainstorming sessions and later a design document is generated which contain the ideas they brainstormed.
- Later, a “game doc” is also created which contain all the details about the game itself:
 - Technical details such as the camera angle, control mechanics, art style, look and feel.
 - Reference images are also provided as visual aid.
 - From where the idea behind the game originated, etc.

The creation of the game doc is an iterative process and as a consequence, the

document is constantly changing.

- **How do they incorporate business value related to each requirement?**
 - The business aspect is considered by the publishing company who give feedback after playing the game themselves as well as after the prototype is opened for market testing.
 - In general while setting the game mechanics and aesthetics, the end goal is to make the game fun for the users as well as 'sticky' so players stay. All the requirements are geared towards making a low cost game that appeals to players and can hold their attention.

- **Do they create any requirement specification model like use case\CRC\Sequence Diagram?**
 - No. They initially have ideas and create a prototype within the first few weeks. If they get approval from the stakeholders, they move forward with the project.

- **Do they document every change request or new feature request in the document and update it accordingly?**
 - Everything is in slack, the requests are from publishers/ inside are in there.
 - No. In the Trello board, they constantly edit the user stories in the backlog list to stay updated with the changes.

- **How do they estimate points to user stories? And who performs this estimation? Effort \ Time \ Complexity \ previous experience**
 - They do not estimate and assign points to user stories, the stories are written in a manner that is comprehensible to the person assigned to that story.

- **How do they divide a user story and create sub-tasks? And who performs this estimation?**
 - Usually the project manager divides the user stories as tasks and assigns it to the respective developers or artist.

- **How does each task assign to a developer? Random \ Previously worked on similar features**
 - They usually assign a developer to a project for the whole iteration.

- **How do they monitor project progress or project health? Which chart do they use?**
 - They usually check how many stories are marked as done in trello and estimate how their work is going. They do not strictly maintain any analysis model or graphs.

- **Is their defined tester \ designer for a project \ team?**
 - No, there is no dedicated tester. Usually they themselves test the game initially before each release. After that the game is released to a small number of users. The results of the users allow them to move forward with increments and improvements.
- **How does a tester incorporate requirements acceptance criteria after writing a user story \ requirement? (Back of a card) is it practiced?**
 - Such formal processes are not actually used. The game is constantly tested as it is developed.
- **How does a designer incorporate design specifications based on a requirement?**
 - They have dedicated artists who constantly work on the looks and aesthetics of the front-end of the applications created.
- **How do they plan iteration and release?**
 - They usually have constant iteration every 3-4 weeks. They bring new features and then release them. They analyze the effects of those features and bring forward changes.

Collect some samples (if possible)



Proof of our visit to the company, the members starting from the left are Maliha Zaman, Nawsheen Mehreen, Ayesha Afroza Mohsin, Shafiqul Islam (Visual Content Manager), Ibrahim Md Mohsin (Senior Game Programmer), Md. Azizul Islam (Senior 3D Artist and Animator), Md. Ittehad Rahman Sami and Abrar Mahmud Rahim