



Week 7 Journal

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Title and Content Layout with List

- Weekly Sprint 7.1
- Lectures
- Postmortem
- Stem for Kiddos research
- Pitch Video reflection
- Weekly Journal...duh!

Weekly Sprint 7.1

Day	Hours	Description	Additional Detail
Monday	3	Class lecture;	Attended lecture for Monday's class
Tuesday	1	Going through Form 1023-EZ Eligibility Worksheet	Went through about half of the document. Some answers were a yes which could disqualify from 501c3 status but those yes's are not definitive
Wednesday			
Thursday	2.5	Videos on 501c /Non profit ,	IRS: videos (https://www.stayexempt.irs.gov/home/starting-out/starting-out): <ul style="list-style-type: none">• https://www.stayexempt.irs.gov/home/starting-out/applying-section-501c3-status• https://www.stayexempt.irs.gov/home/starting-out/overview-form-1023-e-filing-0
Friday	1	Going through Form 1023-EZ Eligibility Worksheet	Went through about half of the document. Some answers were a yes which could disqualify from 501c3 status but those yes's are not definitive <ul style="list-style-type: none">• Need an EIN for 501c3 even if no employees• Need to apply and fill out Form 1023
Saturday	6	Rewatch class lecture; Post Mortem	Lecture discussed going over agile game development with Scrum and focused on the stages/steps in the 2-4 week sprint; Answered the following in the post mortem: <ul style="list-style-type: none">• What new ideas did you learn• What did you find the most helpful or useful• What was most puzzling/confusing• How has this class made you a better programmer
Sunday	6.5	Post Mortem; Weekly Journal; Weekly Sprint; Pitch Video feedback	<ul style="list-style-type: none">• https://github.com/ahvino/dev-blog/blob/main/post%20mortem.pdf• Postmortem<ul style="list-style-type: none">• Conclusion• Introduction• Things that went right• Things that went wrong
	Total = 20		

- This week I put up some finishing touches on some of the STEM for Kiddos research pertaining to the 501c3.
- The IRS has several courses that they recommend to people seeking 501c3 status.
- In addition the research, I also had other tasks like the postmortem, lectures and video feedback which I'll expand upon in later slides.

Lecture 1 10/16

- Pitch videos
 - The cursed men game pitch
 - Cliff side KO
 - 3rd person fighter
- During this lecture we went ahead and had the students give live pitches/demos of what they submitted.
- This was pretty useful in that we saw first-hand how technical difficulties can disrupt a pitch.
 - If you only have 5 minutes to get a yes from an investor, you really don't want to spend time dealing with tech issues. You definitely don't want your tech issues to be longer than the pitch too. So it's important to also account for this

Lecture 2 10/18

cross-discipline teams of five to nine people. At the start of a Sprint, during **Sprint Planning**, the team selects a number of features from an ordered list of them called the **Product Backlog**. Each feature on the **Product Backlog** is called a **Product Backlog Item** (PBI). The team discusses a plan to implement each PBI. If achievable, the plan for each PBI is moved into the **Sprint backlog**.

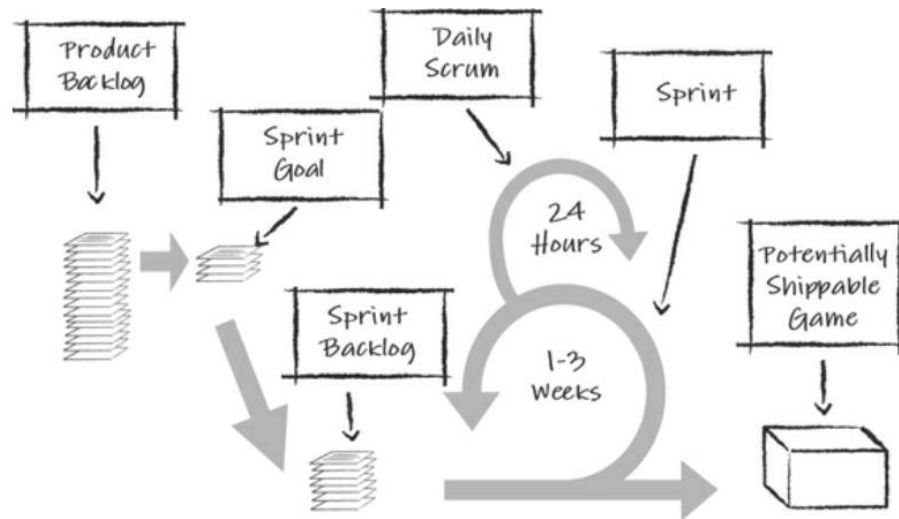




Figure 3.1 The big picture

Source: Based on information from Mountain Goat Software

- In lecture 2, there was a heavy focus on sprints, product backlogs and how to deliver the final product.
- Soft opens spawned the open betas/ soft launches that we now see in the games industry

Postmortem

 main dev-blog / post mortem.pdf ↑ Top

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MS 501

MS 501 Post Mortem

To my surprise, this class has showcased the importance of Agile development both inside and outside of the game development space. Prior to this class I thought of agile as just a type of approach to software development but having gone through the course, I now realize that much of the principles behind agile are actually a necessity for a lot of software development in general. It's easy to overlook and minimize the tools that we use every day, but this course puts into perspective just how useful those tools are and why and where they are vital in the industry.

Though I've had some familiarity with scrum in my work as a software engineer, this course has formalized a lot of the concepts that I had used in my day-to-day work. In particular, I learned that agile has become extremely popular when it comes to video game development. This course also showcased why it's become so popular and why and where it's likely to increase. As a gamer myself who's current favorite game is Destiny 2 – a live service game – I see how the live service game industry is dependent on being able to rely on scrum and the development processes that come with it.

Finding a single thing that was most helpful from this course is difficult to pinpoint. I believe that having a greater understanding of the complexity of video game development would probably be what I consider to be the most helpful concept I gained from this course. I think for a lot of gamers, we're used to games coming out late and also filled with bugs but this course along with the readings, lectures and videos gives insight as to how this happens. A particular story that jumped out to me was that a lot of teams dedicate sprints to refining a game. Another insight gained is that there has been a shift in the dependence and importance of having too much documentation. In our Agile Game Development book, the author recounts a story of how a revision to their design document stated that the game needed some additional features. This was missed by the designers as they never looked at the changes to the documentation after their initial look through.

What did you learn?



What went right/wrong?



How has this made you better?

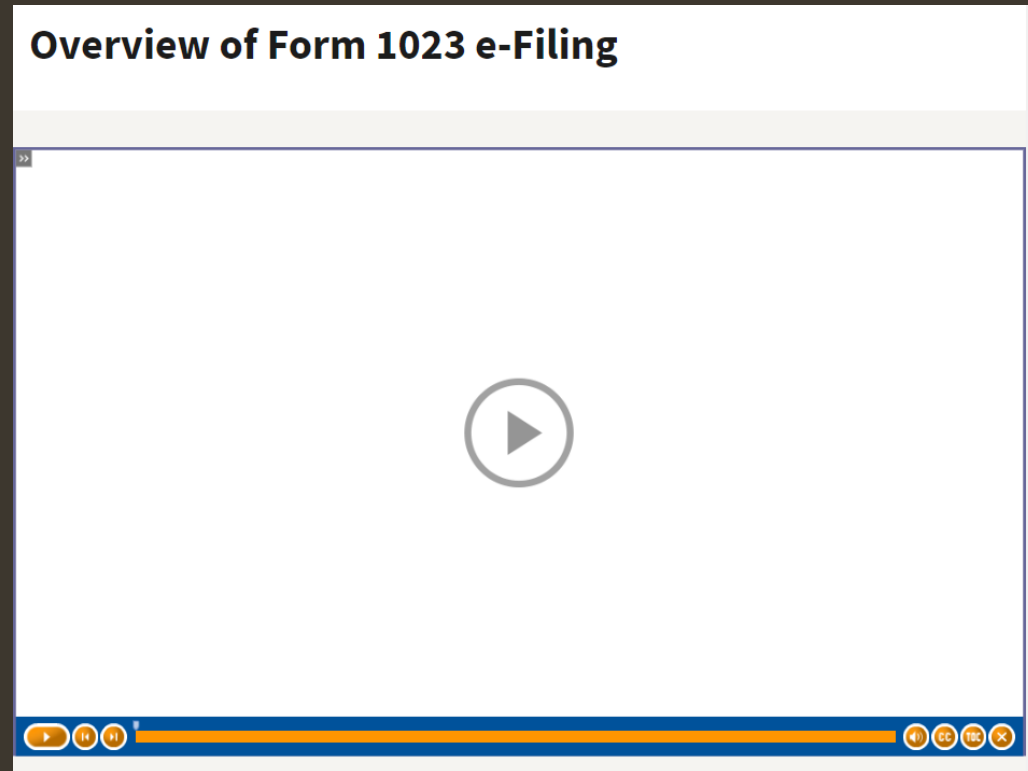


What did you takeaway?

STEM for Kiddos 501c3 research

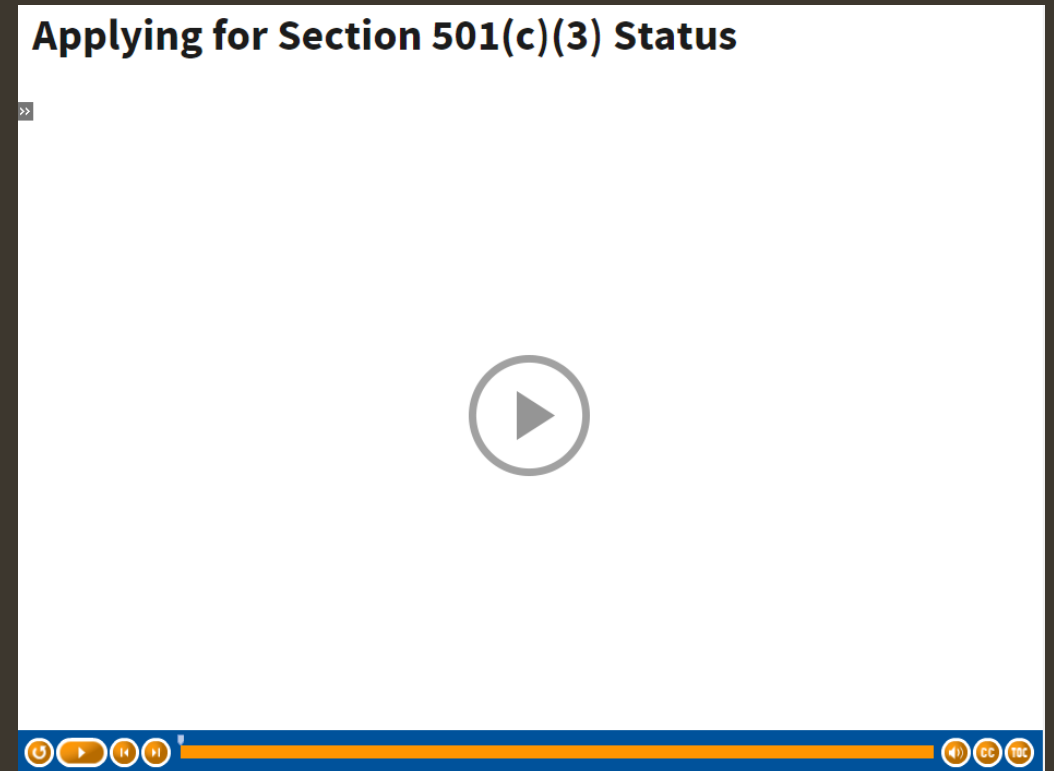
Overview of Form 1023e – Filing

- Need an Employee identification number



Applying for Section 501(c)(3) status

- Basics of Section 501(c)(3) eligibility




Pitch video feedback


Though I was able to reduce the time of my final video down to less than 5 minutes, I think there are a lot of things I'd do differently. Other presenters really did a great job of pulling in the viewer within the 1st minute and the viewer didn't have to wait until the end in order to get engaged.


I'd say that ideally for the next go around, I want to try and get a definitive yes within the 1st minute and use any subsequent time keeping that yes or just solidifying it.




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







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 Code

 ahvino Update README.md

✓ 1a8a325 51 minutes ago

 27 commits

 README.md	Update README.md	51 minutes ago
 STEM for Kiddos Pitch Video PDF.pdf	Add files via upload	last week
 STEM for Kiddos Pitch Video.pptx	Add files via upload	last week
 STEM for Kiddos Final Pitch.mkv	Add files via upload	last week
 STEM for kiddos pitch.mkv	Add files via upload	last week
 Week 3 journal.pdf	Add files via upload	3 weeks ago
 Week 3 journal.pptx	09/18 -09/24 Week 3 Journal	last month
 Week 4 journal.pdf	Add files via upload	3 weeks ago
 Week 5 journal.pdf	Add files via upload	last week
 Week 6 Journal.pdf	Add files via upload	last week
 Weekly Journal 2-1.docx	Weekly Journal 2.1	last month
 _config.yml	Create _config.yml	3 weeks ago
 post mortem.pdf	Add files via upload	52 minutes ago

Weekly Journal

Dev-Blog