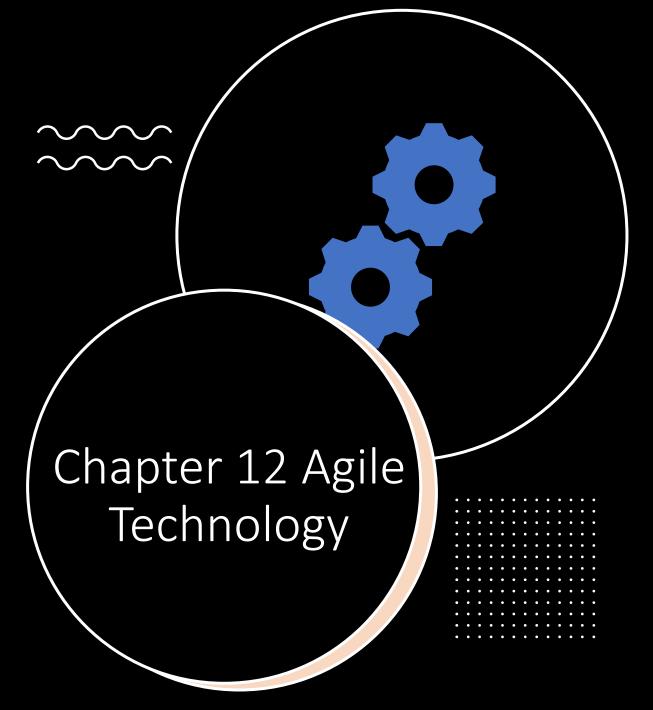


## 4.1 Weekly Journal

MS 501 Game Production and Documentation

Selik Samai

10/01/2023

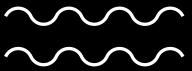


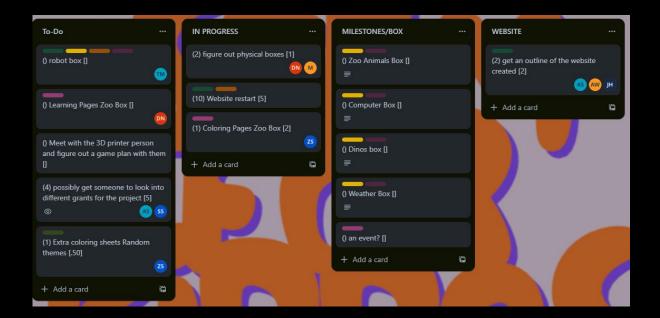
 Definition: An iterative approach requires continual refactoring as the best architecture emerges and changes to meet the needs of the player.

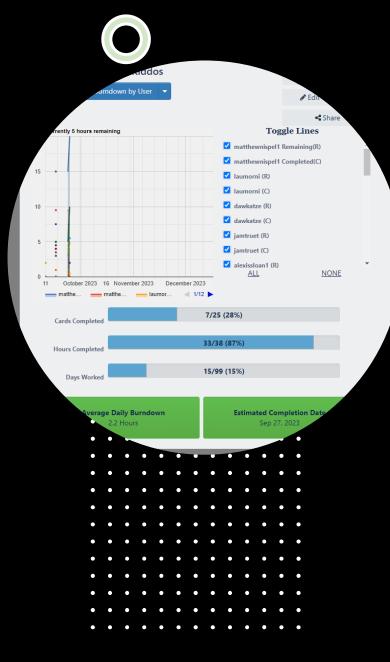
With STEM for kiddos, we already take an agile approach when it comes to the project. In creating our tasks, attending Scrum meetings, and setting deadlines to see where we are (like a build after a sprint) allows for us to remain agile. We also choose tools and technology that is best suited for our team. This has been true for our website, where we wire framed the new design and solicited feedback upon the delivery of the wireframe.

STEM for Kiddos

# Trello & burn down chart

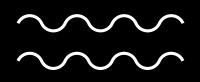






"Artists face many challenges on game development teams. They are often at the mercy of uncertain technology and impossible schedules."

The audio component doesn't really apply with our team but the Art portion does. With our boxes, we are creating versions that we can then garner feedback for. We're not just providing samples and mockups of what we envision. This means that we don't intend to get our first bit of feedback at the end of the final sprint for the project—Which is a great thing.



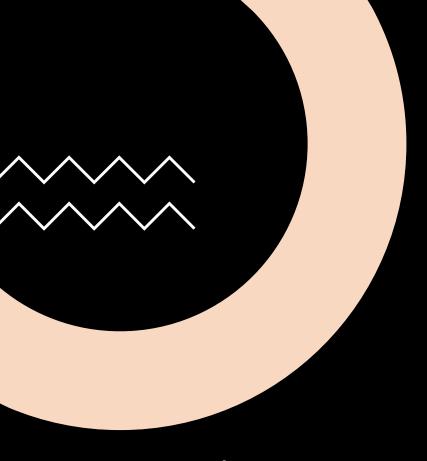


## Chapter 13 Agile Art and Audio

"Artists need to know whether they are creating the right thing and not wasting effort."



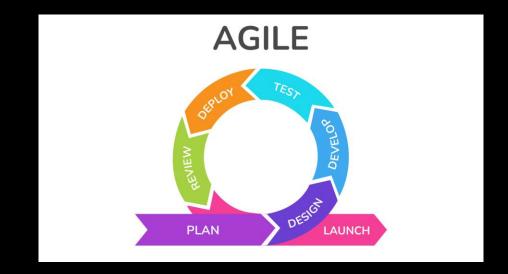
 Since my role is primarily focused on advertising and grant funding, I haven't much to contribute to this area directly. However, I was able to contribute with the team in discord regarding the art designs of some of our products and the website.

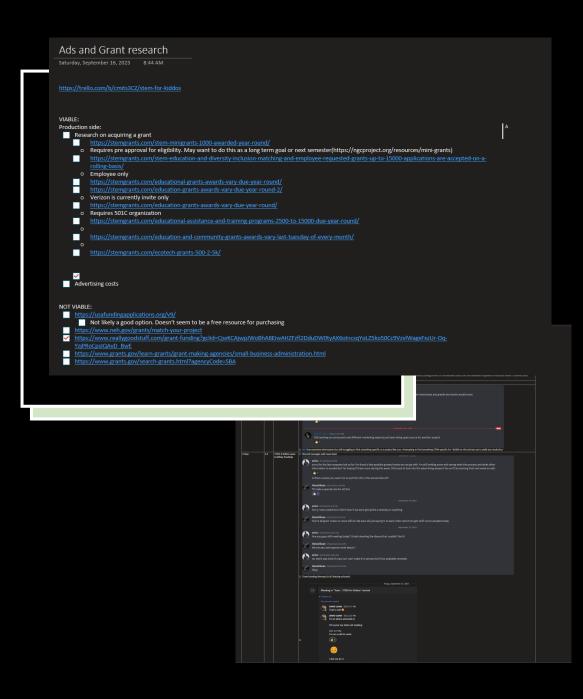


"Agile reverses the trend of isolation of disciplines."

• I'd say when it comes to the grant proposal and advertising tasks, I've pivoted quite a bit from where I started from. Having found the problems surrounding the fact that we're not registered with an organization within the funding company or just the fact that we're not a 501c charitable organization has led me to try and seek grant opportunities in other ways.

## Chapter 14 Agile Design





- Being able to revisit our previous plan has made sure that I don't continue down a path that wouldn't be productive or worthwhile in the long run. In short, it has ensured that we are more likely to meet our deadlines.
- I've also been able to take this approach when it comes to this weekly blog. I've refactored the github site I'm using and will continue to do so going forward. Not only will I have a record of what I've done for this class, but I'll have a site that can act as my portfolio in a lot of ways.
- Redesign has also applied to me in the weekly journal I'm developing. As this will also act as a portfolio for me, it's great that I can sort of treat parts of this work as an asset that can be applied elsewhere.

GITHUB

## Chapter 15 Agile QA and Production

- Definition: In this area, I primarily focused on the grant proposal and narrowing down our approach.
  - Pivoting to creating grant letters to companies
    - Starting with my current employer
  - Tailoring grant proposals as most of the grant opportunities are very selective
    - We're currently not a 501c
    - Turn around time is not ideal for receiving funds this semester.



#### STEM FOR KIDDOS

#### REQUEST FOR FUNDING

The proposal for services is at the heart of an independent contractor's sales tool kit. It combines key company information, your unique selling proposition, and your knowledge of a client's needs and wants into a single document that can also serve

as a basis for contract negotiations.

The hands-on learning boxes have different themes. Each learning kit will have various lesson plans to go along with the projects. The projects are geared towards teaching kids about STEM and getting them to participate in the field in a fun, wellpriced and clean way. It also aims to create memories for kids to look back on as they consider branching into STEM.

age groups. Through STEM for kiddos, we create a wide range of topics for families to choose from for any age group. The kits will be reusable and kits can even be different levels of complexity.

#### **OVERVIEW**



Use the overview to provide a brief summary of the reason for the proposal, and how you can best support the client's needs. You can expand on this summary throughout the rest of the proposal.

- I didn't focus on QA but this is likely something we'll start to do once we have our demo boxes. I anticipate that I'll need to engage as I need to consider what possible questions a buyer might have when trying to receive funding.
  - It would be ideal to have a few samples we can show towards investors—even show samples are better than nothing.
- https://www.youtube.com/watch?v =n5pv09uWChY

### Conclusion

### Dev-Blog

#### dev-blog

View on GitHub

#### dev-blog

Week 4 09/25 - 10/01

Week 3 09/18 - 09/24

Week 3 Journal

Week 2 09/11 - 09/17

The readings this week were quite extensive. Understanding of sprints and scrums and how they operate was quite useful for me in working as the producer for the STEM for kiddos project. I've taken the approach of finding out what tasks and roles are still needed. I would've taken on the role of scrum leader, but that assignment is already taken by our lead who has been doing a great job of assigning roles and identifying where the team is in addition to regular communication with everyone in the group. When I joined the team, our lead had already created a Trello and discord for communication and task management. Also, other team members created websites, designed learning materials and shrandy stander tessearch on marketing concernings. Lividik I yeas able to

- Main focuses this week:
  - Revision to blog/Github
    - Jekyll themed pages for weekly journal
  - Readings (12-15)
    - Took lessons from the various chapters and thought about how they applied to STEM for kiddos and also to me personally/ professionally
  - Pivoted on grant approach
    - Creating grant writeups that I can send to company's directly
      - Starting with my employer
        - Many companies provide funds for Capstones; check if this might qualify
      - Gets around 501c being a requirement
  - Links
    - Github
    - STEM for Kiddos
    - Trello