

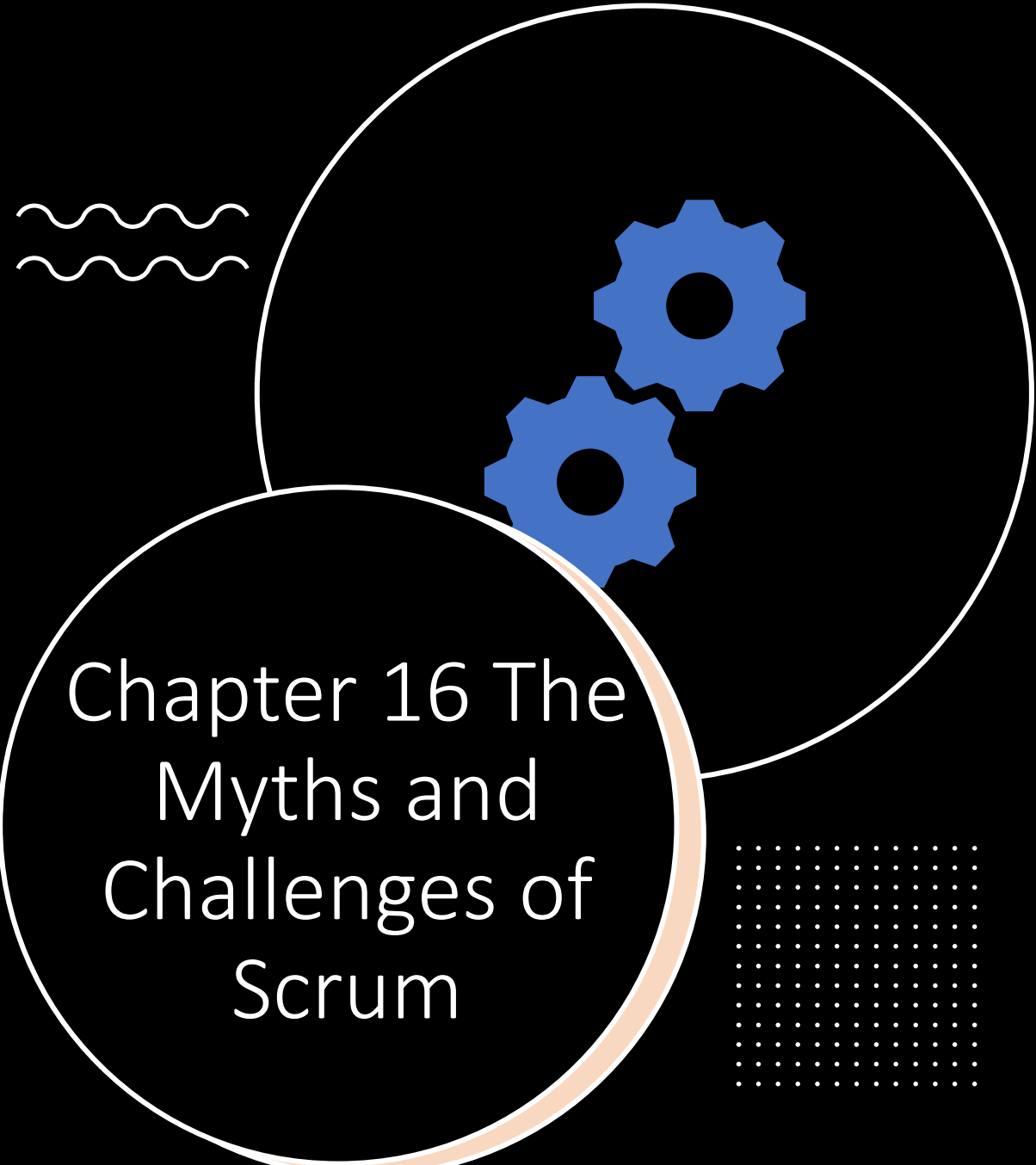


5.1 Weekly Journal

MS 501 Game Production and Documentation

Selik Samai

10/08/2023



Chapter 16 The Myths and Challenges of Scrum

“Scrum is a framework to build a process that supports talent, great teams, and leaders. It does not replace them.”

- There were unique approaches we took for STEM for Kiddos.
 - Standup meetings
 - Weekly check-ins
 - Trello Updates and
 - Constant Open communication via discord

[STEM for Kiddos](#)

Chapter 16

Summary

- Scrum is not a fad, despite what some people think
- Agile development will be the norm
- Scrum is not the reason for success or failure
 - There are a variety of factors that sometimes scrum can't control
- Lockdowns slow development because addressing issues is saved towards the lockdown period and not addressed immediately
- Scrum is not endless meetings (avg 4 hours per week)
- Scrum can allow cultural change which could improve performance/velocity since sprints require a working version of the product.
- Scrum should be a wide-open transparent process and practice



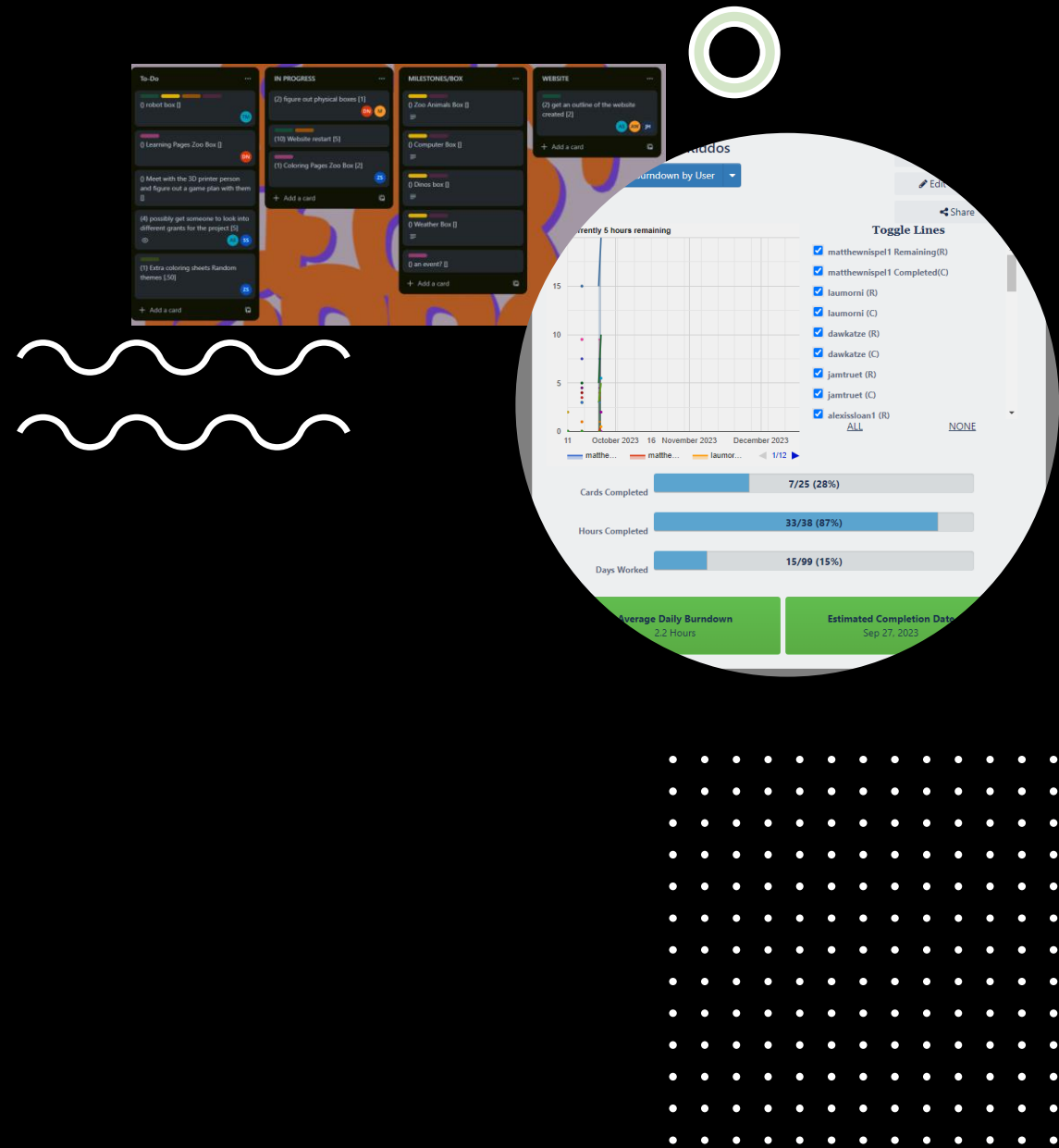
Chapter 17

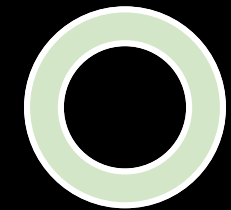
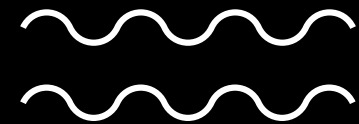
Working with Stakeholders

The external stake holders I worked with this week:

- Organizations offering grants
 - Setting up documentation for prospective opportunities


Our documentation was created with the perspective of a business or organization in mind. We wanted to answer possible questions and concerns that a company might have in regards to our product.





With STEM for Kiddos, we don't have many external stake holders but internally, we have our lead– Alexis Sloan.

We communicated throughout the week about where we stood as far as grants and qualifying for them. Part of our approach now is to investigate how we might be able to change our approach and become a 501C organization.



STEM GRANTS

Education Grants – Awards vary – Due year-round

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Eligibility: Charter, Public, Other (including homeschool, 501 (c)(3) organizations)

Award(s): Awards vary.

Deadline(s): Letters of Inquiry are accepted year-round.

Focus: Environmental Education, General Education, STEM/STEAM/STREAM

Grade Level(s): Higher Ed, Adult, 9-12, PreK, K-2, 3-5, 6-8

Content Area(s): Health, Science

Themes and Skills: Health Literacy

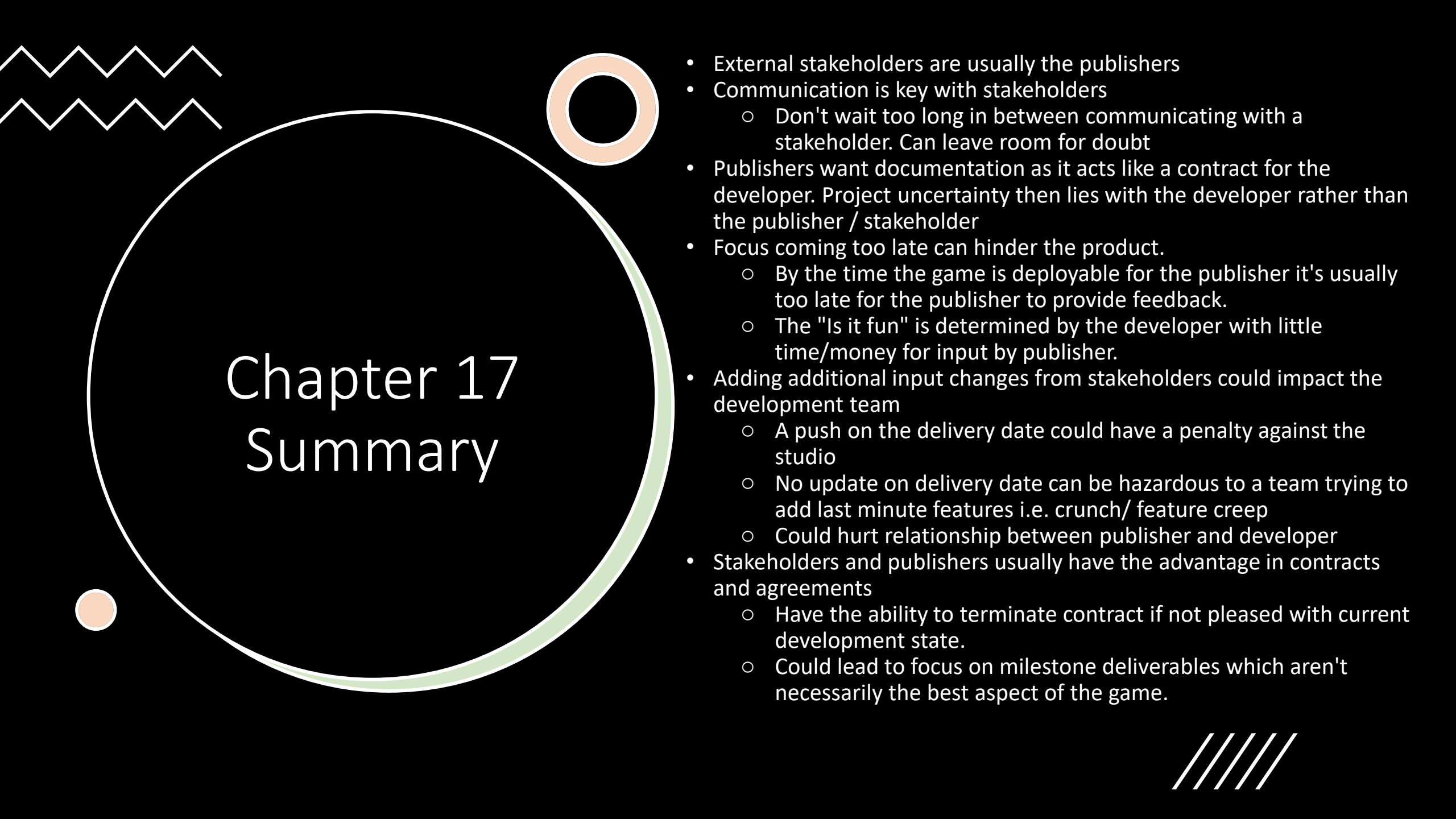
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Software Development Team



- Building Trust, Allaying Fear:
 - Given the fact that I'm new to the team and STEM for Kiddos has been already been in progress, it was important that I maintain constant communication with the team. This was done mostly via Discord but also via Teams when I was able to attend meetings.
 - I was able to gain trust by showcasing to the team my findings as well as any roadblocks that I experienced.





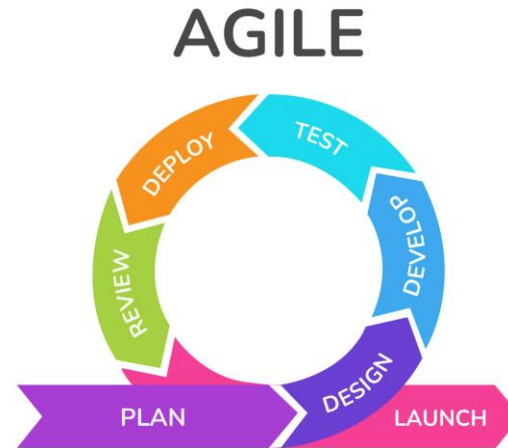
Chapter 17 Summary

- External stakeholders are usually the publishers
- Communication is key with stakeholders
 - Don't wait too long in between communicating with a stakeholder. Can leave room for doubt
- Publishers want documentation as it acts like a contract for the developer. Project uncertainty then lies with the developer rather than the publisher / stakeholder
- Focus coming too late can hinder the product.
 - By the time the game is deployable for the publisher it's usually too late for the publisher to provide feedback.
 - The "Is it fun" is determined by the developer with little time/money for input by publisher.
- Adding additional input changes from stakeholders could impact the development team
 - A push on the delivery date could have a penalty against the studio
 - No update on delivery date can be hazardous to a team trying to add last minute features i.e. crunch/ feature creep
 - Could hurt relationship between publisher and developer
- Stakeholders and publishers usually have the advantage in contracts and agreements
 - Have the ability to terminate contract if not pleased with current development state.
 - Could lead to focus on milestone deliverables which aren't necessarily the best aspect of the game.

Chapter 18

Team Transformations

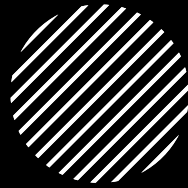
- My role in the team for STEM for Kiddos has been the same but I've seen some slight changes as far as the priorities with team members and deliverables. This is understandable as we had certain deadlines for certain work (demo video, status updates).
 - A primary shift has been made in getting material but also in website design and finalizing the new site look and feel





- [GITHUB](#)

The reading gave quite a good example of what the apprentice stage should feel like. The Karate Kid analogy of giving the apprentice tasks to do and having those tasks instill the principles and strategies subconsciously can act as a proof that the methodology is working.



I would say that as of right now, STEM for Kiddos is mostly in the apprentice phase. We're still adjusting to the pacing of things as a lot of the work that we're doing is not our traditional discipline, but the benefits provided from Scrum are still evident. For instance, I primarily do software and occasionally some design work but, in this situation, I'm doing a lot of research; however, the strategies and principles like having a shared definition of done, sprints, etc, help me to make sure that I'm making progress that is vital to the team.

Chapter 18 Summary



- Co-location has pros and cons
- Debt has a lot in common with waterfall in that the benefits are seen towards the end of their stages.
- Scrum levels: apprentice --> Journeyman --> Master



Conclusion

Dev-Blog



- Readings
- Updates and draft revision to document for grant
- List of companies for grants compiled
 - Check list of which we've reached out to and which are still in play
- Links
 - [Github](#)
 - [STEM for Kiddos](#)
 - [Trello](#)