



# 3.1 Weekly Journal

MS 501 Game Production and Documentation

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09/24/2023

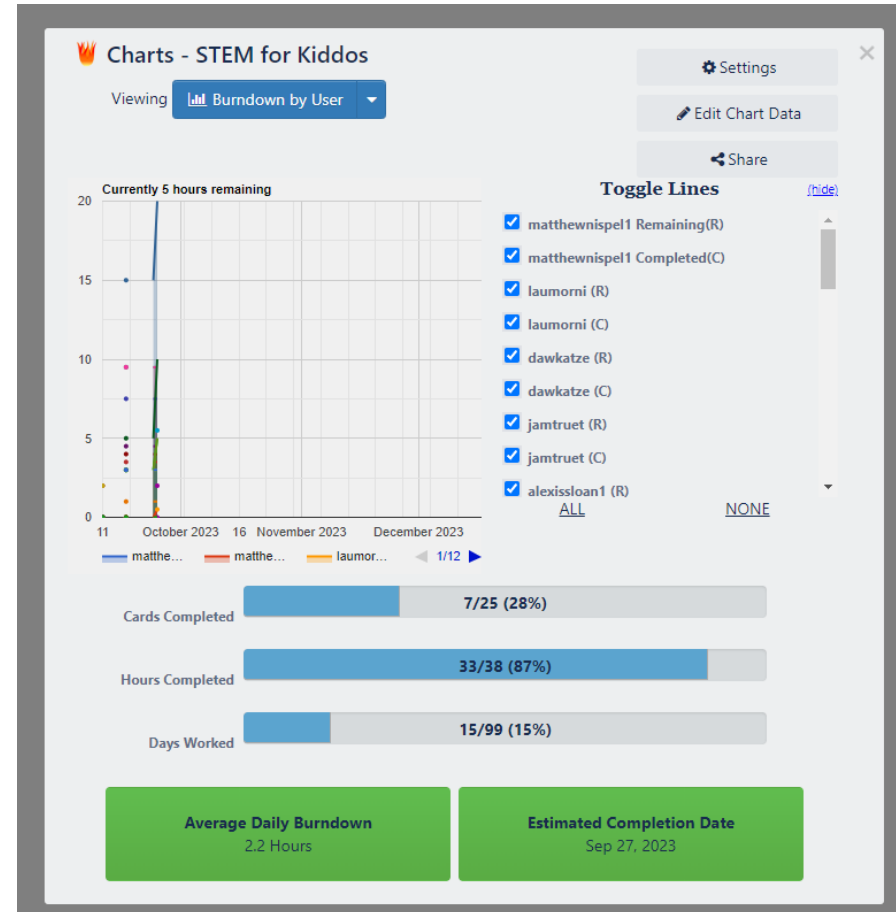
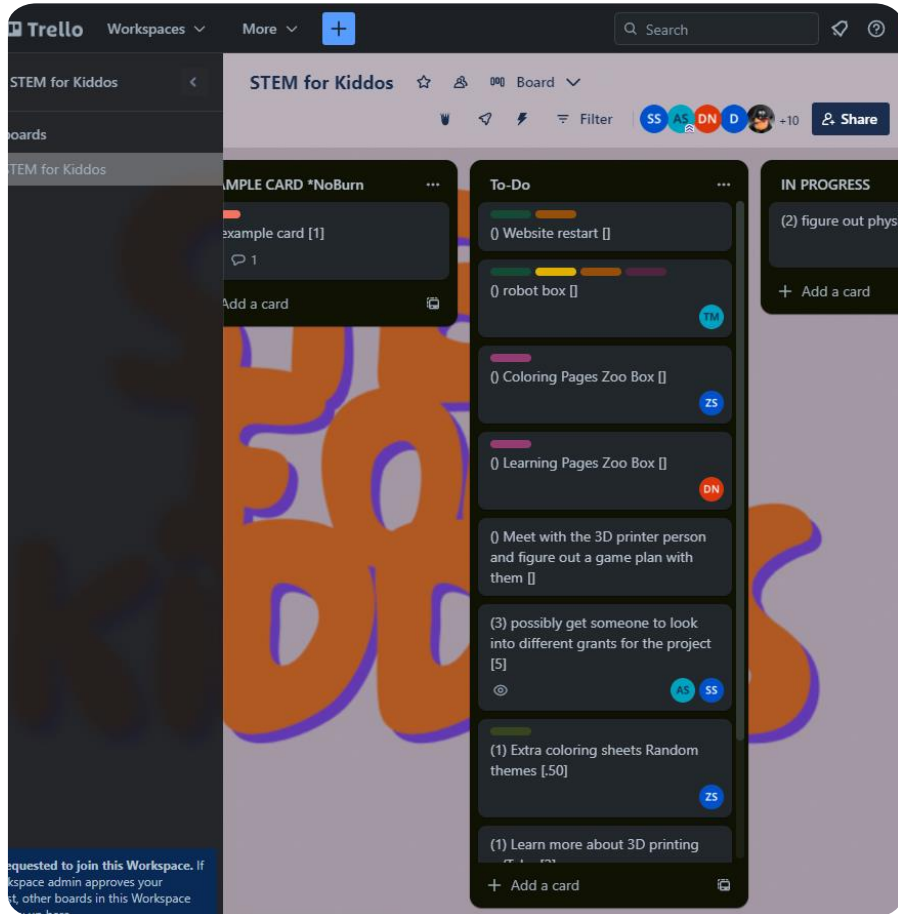
## Chapter 8 User Stories


- Definition: A user story is a short description of a game, tool, or pipeline feature that has a clear value to a user.

I quickly realized that STEM for kiddos was way ahead in this regard. When I joined the team, we already had Trello with much of the tasks already created. At the same time, we didn't necessarily have all tasks assigned to everyone. I identified this in week 2 and worked with our lead to assign some very important stories to myself.

[STEM for Kiddos](#)

# Trello & My burn down chart






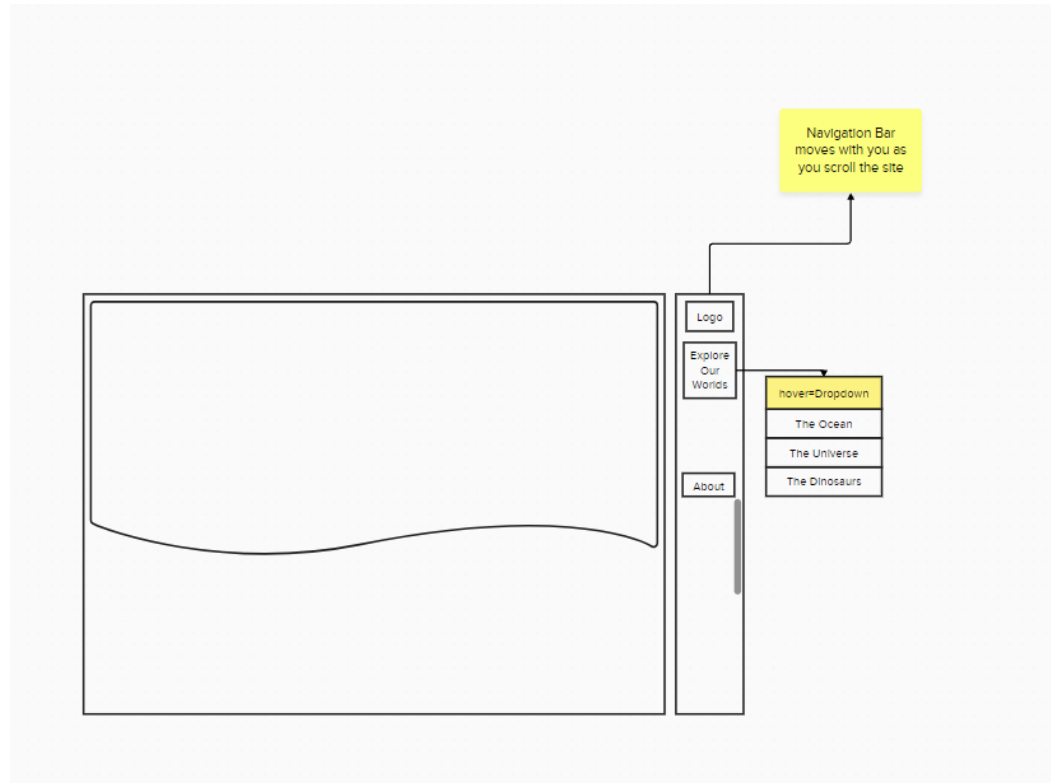
## Chapter 9 Agile Release Planning

- Definition: Scrum describes releases as major goals that occur every several months, comparable to milestones or E3 or marketing demos in the level they are polished...A release plan has more flexibility as features emerge from the sprints.

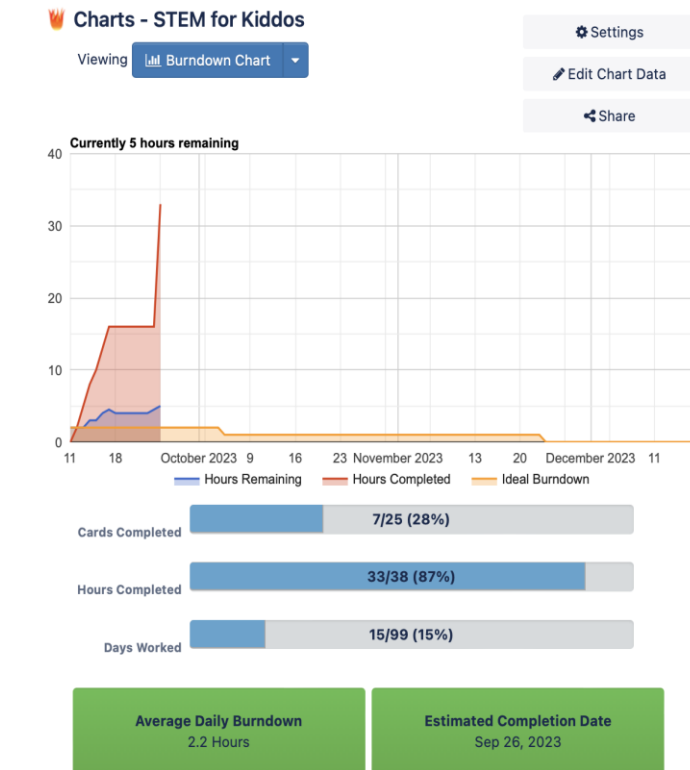
I personally didn't have much experience with the release planning stage for the STEM for kiddos project, but this is something the team is actively engaging with. We currently do have a burn down chart and I believe the [website](#) we have and are currently redesigning is the most applicable to this level of effort.



- Redesign effort: [Github](#) & [Wireframe](#)



- Burndown Chart



# Chapter 10

## Video Game

### Project

### Management

- Definition: The project management Institute's PMBOK defines a project as "a temporary endeavor undertaken to create a unique product or service."

In this area, Alexis takes this role primarily. In my conversations with her, I made it a point to help identify any areas where we need contributions. Ideally, the STEM for kiddos is something that continue outside of this current semester and so we identified that advertising as well as grants for funding the boxes is something that I should focus on. This also for individuals to focus on certain areas and not have too many cooks in a particular kitchen. My main contribution will eventually lead to us producing sample kits that we can possibly show advertisers and businesses in the future for possibly receiving additional grants. This mostly targets the managing cost, schedule and scope solution that is part of project management.

- I used OneNote as a draft for my weekly sprint logs. I found this to be the easiest way for me at this time to record what I've done and what still needs to get done. I think for week 4 I'll try and pivot to using the blog approach via my github site. I'll add to my onenote blog as a draft and then incorporate those changes into the github. This approach allows me to stick to a better schedule if I contribute daily and also allows for the Kanban practice to be more identifiable

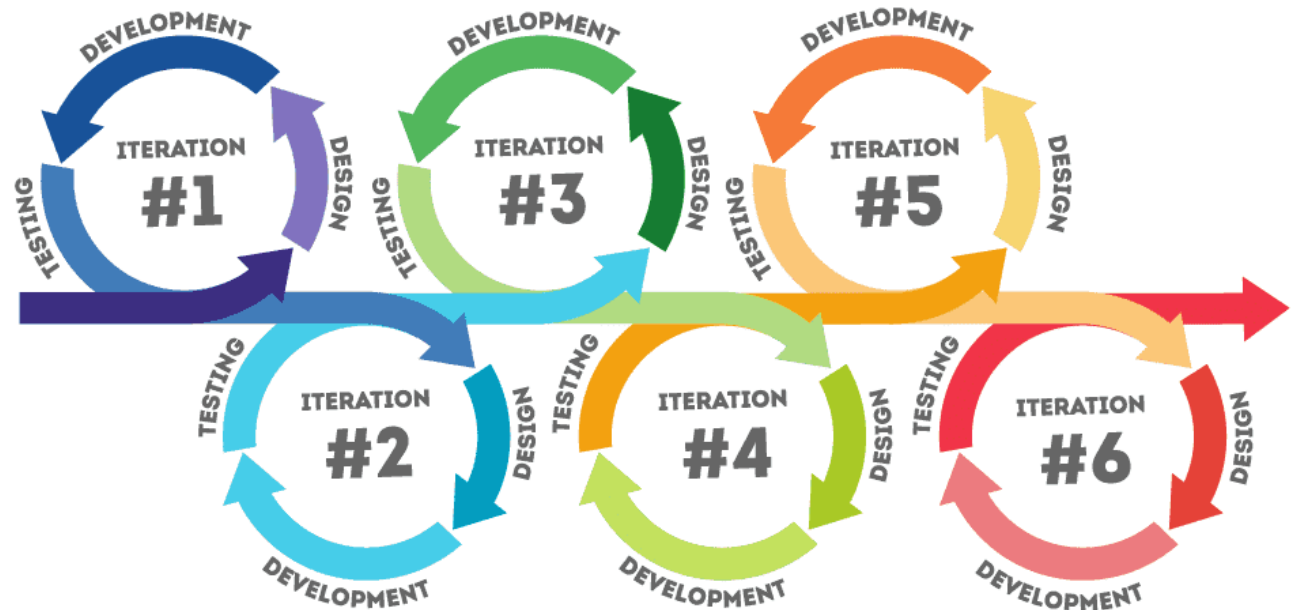
- [GITHUB](#)

Thursday, September 21, 2023 9:44 PM			
Monday			
Tuesday			
Day	Hours	Description	Additional Detail
Monday	4	Reading / Research; Class lecture	1. Youtube resources for advertising for STEM for kiddos. 2. Looking at startup /small projects that can leverage ads at a small or no cost. No luck finding anything yet as most are geared towards ads on a much larger scale. 3. Facebook advertising investigation seems costly for the level of ads we're looking for but additional research is being looked into. 4. Recommends using a non-personal Facebook account for something like this which I'll discuss with Alexis next week.
Tuesday	2	Reading / Research; Research on Ads	USA Funding Applications was deemed not viable since the application does have a cost associated with it. Furthermore, looking online for testimonials found that BBB reviewers requested refunds but weren't received until complaints to BBB. BBB Review can be found <a href="#">here</a> ; Looking at NEH as well but no determination at this point.
Wednesday			
Thursday	2.5	Readings / Research	<p>avino 09/20/2023 9:02 PM Do we have an idea on how much each box would cost? I'm trying to get a sense as to how many boxes any grants we receive would cover.</p> <p>AlexisSloan 09/20/2023 9:34 PM Each box I wanna say would be about \$25</p> <p>avino 09/20/2023 9:38 PM Thanks 👍 1</p> <p>September 24, 2023</p> <p>David Logan Today at 4:16 PM Still working on some posts and different marketing aspects just been doing open source for another project 👍 1</p> <p>2. NEH has extensive information but still struggling to find something specific to a project like ours. Attempting to find something STEM specific for "\$1000 on this site has yet to yield any results but</p>
Friday	2.5	STEM 4 kiddos team building; Readings	<p>1. Discord messages with team lead:</p> <p>avino 09/19/2023 9:20 PM sorry for the late response but so far I've found a few possible grants/routes we can go with. I'm still vetting some and seeing what the process and what other information is needed but I'm hoping I'll have more during the week. Still need to look into the advertising aspect too so I'll be working that next week as well. 👍 1</p> <p>Is there a place you want me to put this info in the actual discord?</p> <p>AlexisSloan 09/19/2023 4:04 PM I'll make a special one for all this 👍 1</p> <p>September 18, 2023</p> <p>avino 09/18/2023 9:40 PM Sorry I was muted but I didn't hear if we were giving like a standup or anything</p> <p>AlexisSloan 09/18/2023 9:42 PM You're all good, I have no voice still lol. We were all just saying hi to each other and imma get stuff out to peoples today</p> <p>September 22, 2023</p> <p>avino 09/20/2023 10:46 AM Are you guys still meeting today? I tried checking the discord but couldn't find it</p> <p>AlexisSloan 09/20/2023 10:24 PM We are yes, we're gonna meet about 1</p> <p>avino 09/20/2023 10:25 PM ok. Work was kind of crazy so I can't make it in person but I'll be available remotely</p> <p>AlexisSloan 09/20/2023 10:28 PM Okay</p> <p>2. Team bonding (Among Us &amp; Chatting w/teams)</p> <p>Friday, September 22, 2023</p> <p>Meeting in "Team - STEM for Kiddos" started</p> <p>- Collapse all</p> <p>See previous notes</p> <p>DAVID LUAN 9/22 2:13 PM I had a call 📞</p> <p>DAVID LUAN 9/22 2:25 PM I'm at where asteroids is</p> <p>Of course my texts not sending</p> <p>9/22 2:27 PM I'm on a call for work</p> <p>📞 1</p> <p>🙄</p> <p>I did not do it</p>

# Chapter 11

## Faster Iterations

Definition: Iteration refers to the practice of creating an initial version of something (artwork, code, or a design), examining it, and then revising it until it's sufficiently improved.





- I spoke to this earlier, but I'll be using my Github as my way to iterate faster. By making modifications at least every other day, I'm able to stay on task a lot easier.



A screenshot of a GitHub repository page for a user named 'ahvino'. The repository is titled 'Create README.md' and shows two files: 'README.md' and 'Weekly Journal 2-1.docx'. The 'README.md' file is selected, showing its content. The content is a blog post titled 'dev-blog' with a date range '09/11 - 09/17'. The text describes the author's experience as a producer for the 'STEM for kiddos' project, mentioning tasks like finding roles, communication, and research. The right sidebar shows repository statistics: 0 stars, 1 watching, and 0 forks. It also has sections for 'Releases' and 'Packages', both indicating no published items.

# Conclusion

[Dev-Blog](#)

- I think overall, I need to refine my process based off the chapters I read. These chapters identified some mistakes I made that force a lot of work on the tail end which is not ideal in any environment. In particular, chapter 11 “Faster Iterations” is what will most likely fuel my success going forward. It will help me refine my process and not lose sight of certain tasks. I just need to keep in mind that none of this needs to be perfect but making a little bit of progress daily will lead to a better outcome than spending most of the time at the tail end of a given sprint.