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Starting off, our group had a Google Docs file made which greatly improved communication because people could write down suggestions and decide on them in the voice chat. I believe this was better than going straight into discussion because it was less chaotic and the group already had some topics to elaborate on. Some areas that were considered were web development and game development.

Finally, the group settled on game development. It was relatively easy to reach a consensus because not a lot of people were giving input in the voice chat, and those that proposed these ideas didn't face too much resistance. I feel like this is alright when it comes to getting something up and running, but in the long term could hurt a team since members could have great ideas but they get lost since they won't be conveyed. This was in a way mitigated by the google docs because shyer people could just write there, or in the chat.

Next, the components of the game and business model were discussed. This included character models, assets, gameplay, UI/UX, in game purchases, and PR. The group had several ideas when it came to gameplay and theme, which is a topic that took a bit more discussion to settle on. In my opinion, this was harder to decide on because everyone enjoys different types of games and would like to see a style that they like developed. Some suggestions were an "Among us" inspired shooter, or a capture the flag. Ultimately the among us inspired shooter was chosen.

Further, the group discussed the budget, time for completion, marketing, and team skills. It was decided that more money will be spent on graphics and promotions since that's the preferred way of attracting people. In my opinion this is not the best strategy but the rest of the group liked it. Finally, members wrote down the languages that they are skilled in so that everyone would have a better idea what should be used to develop the game.

Overall, I liked the exercise because it was interesting seeing what ideas other people had, and how they would implement it. I didn't find the discussion very chaotic, but I think this is due to the fact that this was a low stakes situation and some students were not very enthusiastic about sharing their propositions. Having done this exercise, I believe that a challenge of working in larger teams is organization and delegation of work, but once everyone has their role outlined, communication and work gets smoother. This is something our group didn't really do, we just had a general discussion and kind of went with the flow. Another way we could've organized would've been in teams of 3 to 4 people that each had a representative and ideas or areas that they could focus on.