Materi Tambahan

8 – 14 Agustus 2016

Paper to study:

* Game Development Lifecycle Guidelines
  + Project Management for Game Development, Hendrick
  + The Game Development Lifecycle – A theory for the extension of the Agile project methodology, McGrath
  + Game Production Handbook, Chandler

Judul Baru:

Game Development Methodology for Continuous RPG Entity Development (?)

New Case Study focus:

* Look for more entity-related commits
* Examine them
* Dream Sheep Commit

Analysis:

* + New entity
  + Can Spawn another entity
  + Hostile to players
  + Can change player stats/behavior (makes player sleep)
  + “This implements an idea that PleasingFungus had a couple years ago (sheepcursed masses) and uses DracoOmega's \_starcursed\_scream and \_will\_starcursed\_scream code as strong inspiration for the code for its sleep dust ability.” <- An idea from long time ago. Can be discussed in Development Effort Improvement ?

Development Effort Improvement:

* Definition(?): The difference between the time required to develop sample games without the approach (but still with the state-of-the-art, i.e., game engines), and the time required time to develop the same games with the approach. (Domain-Specific Game Development, p 147)
* Values to show on graphs:
  + Improvement (Coding – Modelling)
  + Coding Time
  + Modelling time
* Show accumulated hours with/without SPL/new method ?

Keterkaitan antar game dimensions:

* Hubungan antara Entity, Game mechanics, Player
* Bagaimana perubahan suatu aspek game dimension mengubah game dimension lain

Research Focus:

* Kurangi fokus pada SPL
* Model-Driven Development
* Gunakan unsur-unsur SPL yang membantu development