## **GAME DEVELOPER’S JOURNAL**

**Why produce a Journal?**

The Merriam-Webster dictionary defines strategy as: “a careful plan or method for achieving a particular goal usually over a long period of time.” Industry veterans typically state that good games require a sound strategy for success.

Good project management is no different! Maintenance of the Game Developer’s Journal serves to keep developers focused and on track while also offering management (i.e. your instructors) ongoing insight into your daily progress.

The Game Developer’s Journal will serve as physical, written evidence of the strategic thinking, hard work, personal creativity, and technical prowess that you have completed in your studies.

### **What should the Journal look like?**

The journal should be treated like an important, valuable, yet unique resource. As such, it should be a well protected and personalized asset for you.

##### **Protect it!**

The journal should have a hardcover to protect it from the weather/elements.

##### **Bind It!**

The journal should be bound, like an artist’s sketchbook, but also have folder pockets capable of collecting loose papers, handouts, napkin sketches, game advertisements, and anything else that helped you during the game development process.

##### **Personalize it!**

The paper in the journal can be lined or unlined, whichever you prefer. It can include colors, pictures, drawings, and doodles if you like (or) be crisp and professional like a legal document. It is your resource, you decide!

### **What should the Journal include?**

Game developers need to keep their eyes on the prize! The journal is your collect-all and fail-safe to ensure this happens. As such, be sure you:

* Record all your ideas and state how you got them. What was your inspiration?
* Write about the challenges you experienced during the process and how you resolved them.
* Do not erase notes or entries, but revise and expand upon them.
* Add sketches and drawings to make things clear.
* Put a date each time you start a new entry. This will help you track progression.
* Jot down your ideas and sketch them out when appropriate. Sometimes it is easier to draw pictures that illustrate the connections between ideas, sequences, or events.

And lastly, it is best to ensure the Game Developer’s Journal records your entire process. As such, be sure you:

* Keep your journal with you as much as possible in order to capture your ideas promptly.
* Share your journal entries with your instructors and peers in order to receive feedback and tips

Below are examples of typical entries within the Game Developer’s Journal:

February 27, 2021: My game design teacher reviewed the Project Charter Form (PCF). I now understand why this document is important to the game design process. Moving forward, I will create and update a PCF for my capstone project.

February 28, 2021: Played a new strategy game recommended by some friends from my science club. The name of the game is… (details omitted)

* I liked…(details omitted)
* I disliked…(details omitted)
* I would change…(details omitted)

March 1, 2021: Attended the Game Developers Conference (GDC) in San Francisco, California. There was so much to see and do. What an amazing experience! I picked up some Unity 3d brochures and placed them in my folders.