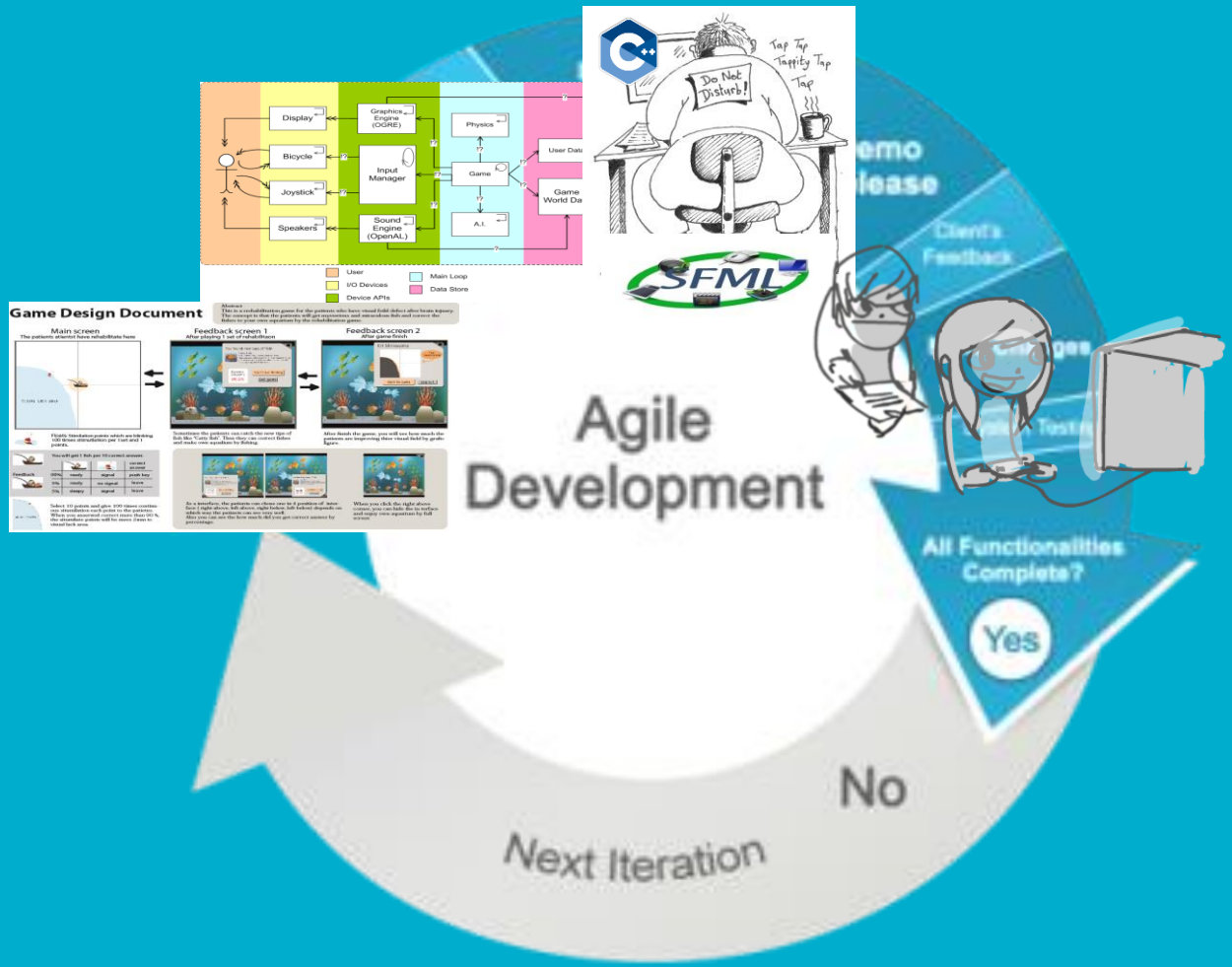
HOGESCHOOL UTRECHT

# Agile Game Development & SCRUM

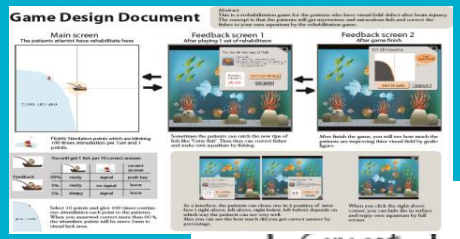
Faculteit Natuur & Techniek- Technische Informatica

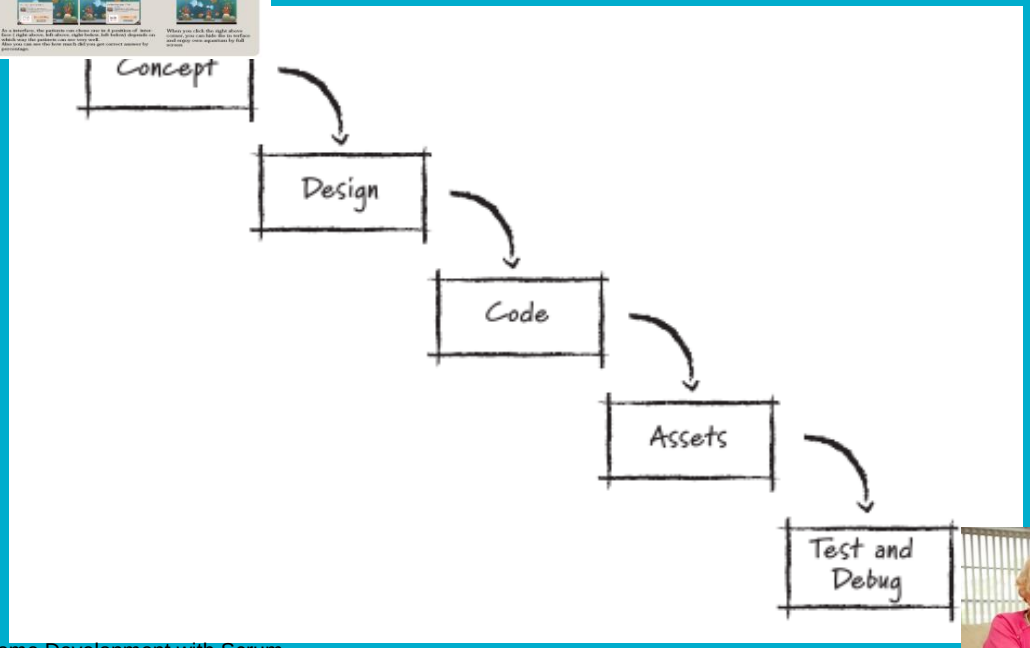
28 november 2016 Gerald Ovink


Display
Graphics Engine (OGRE)
Bicycle
Input Manager
Joystick
Speakers
Sound Engine (OpenAL)
Physics
Game
A.I.
User Data
Game World Da
User
I/O Devices
Device APIs
Main Loop
Data Store
Game Design Document
Main screen
Feedback screen 1
Feedback screen 2
Do Not Disturb!
Tap Tap
Tappity Tap
Tap
SFML
Client's Feedback
All Functionalities Complete?
Yes
No
Next Iteration
Agile Development

# Waterfall game development

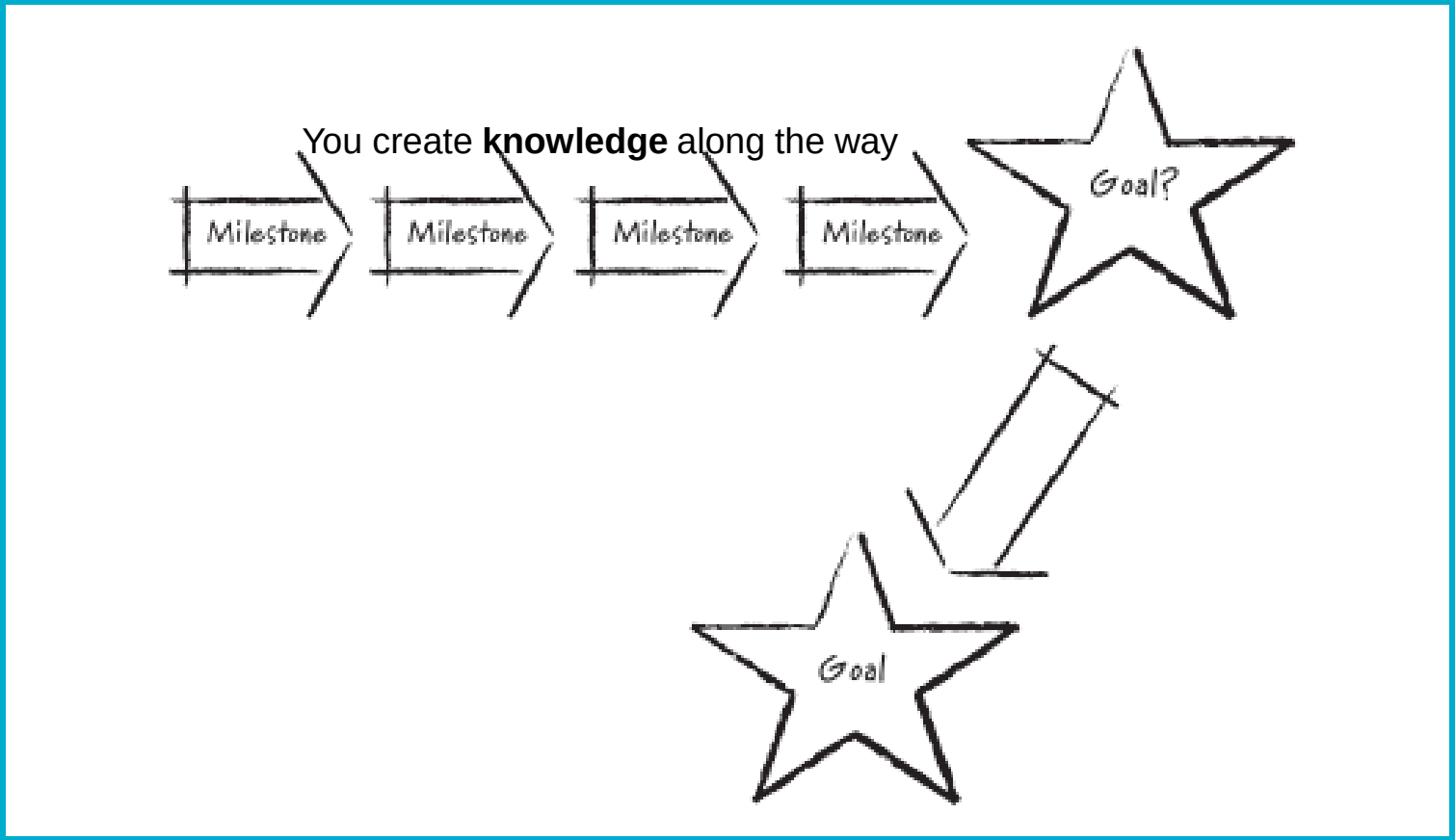
BDUF Big Design Up-Front



Source: Agile Game Development with Scrum
Clinton Keith

# The Problem with Waterfall

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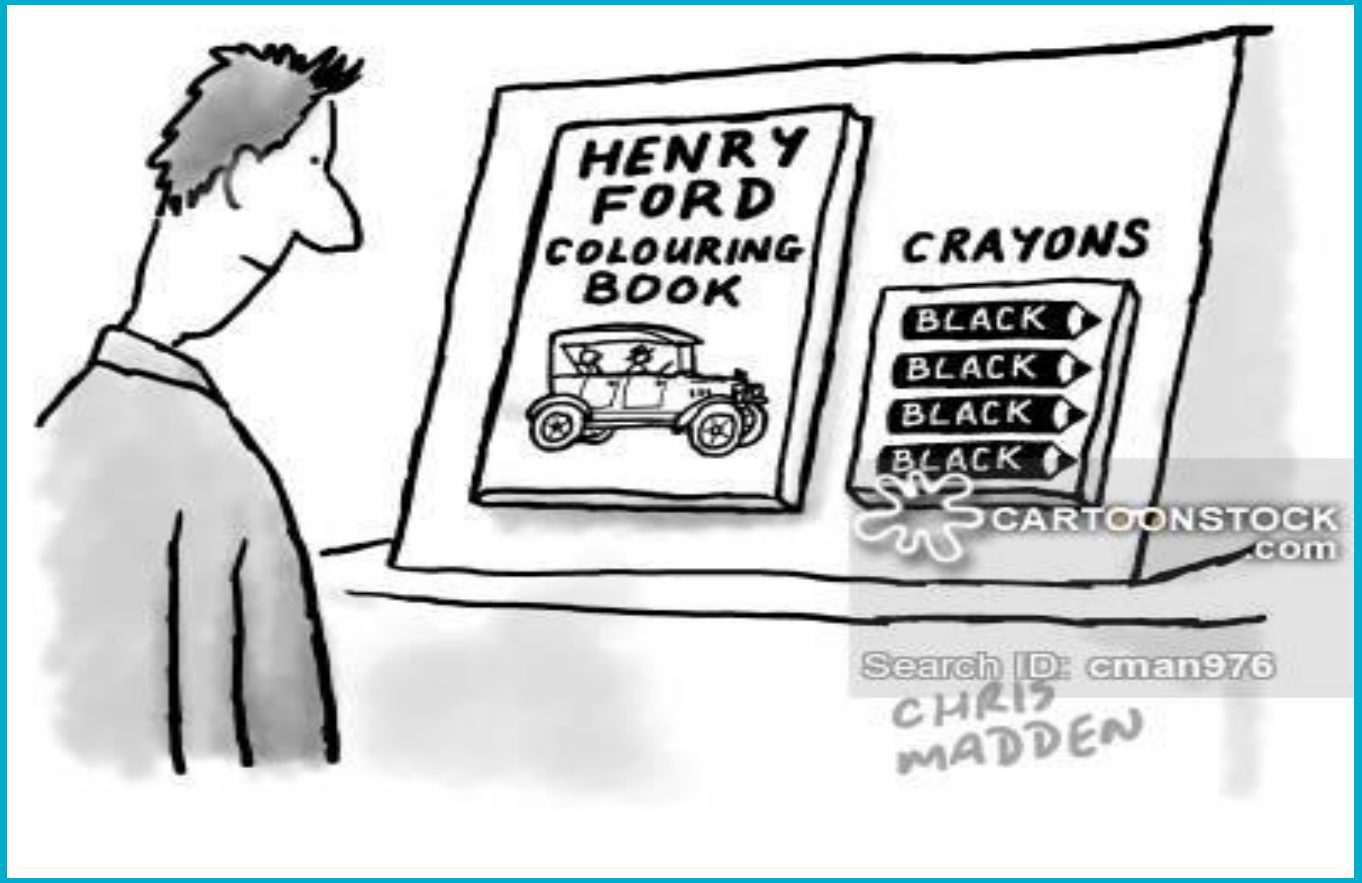
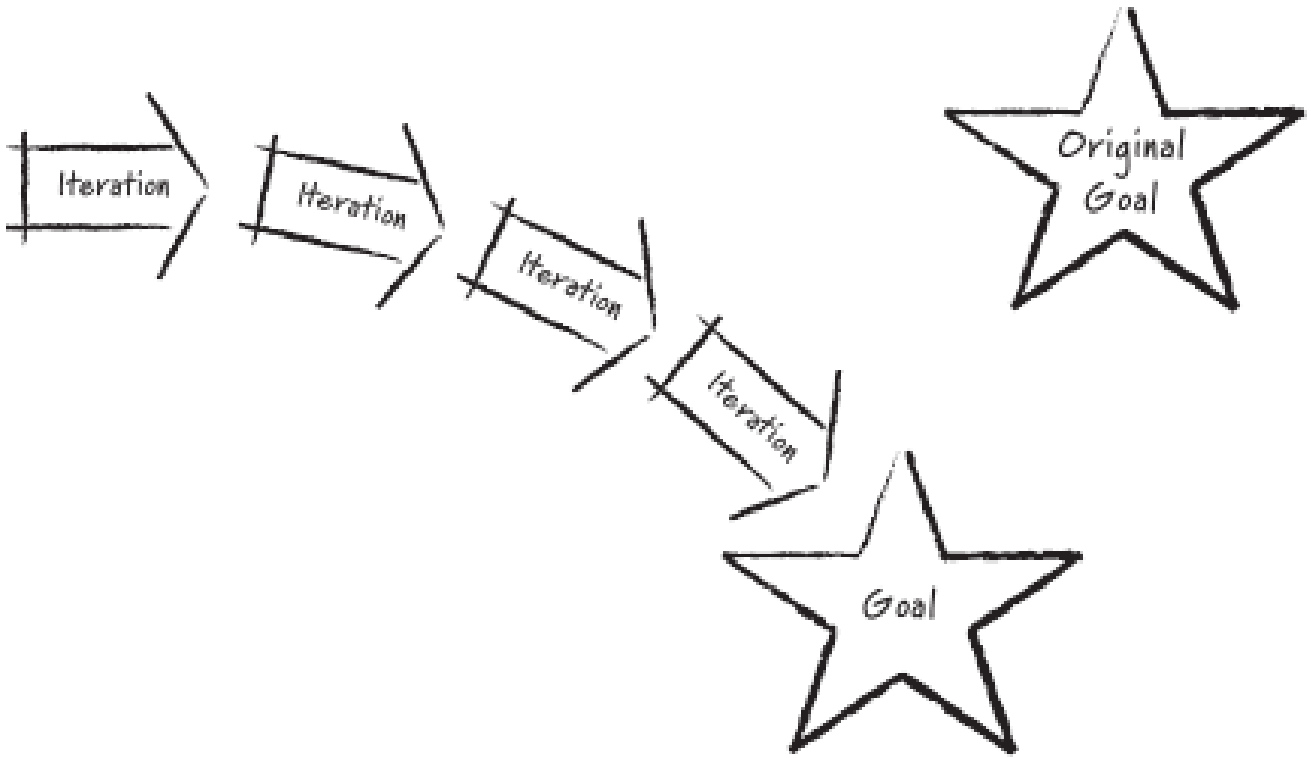
# Less Innovation




"Any customer can have a car painted
any color that he wants so long as it is black"
Henry Ford

# We need something to do this

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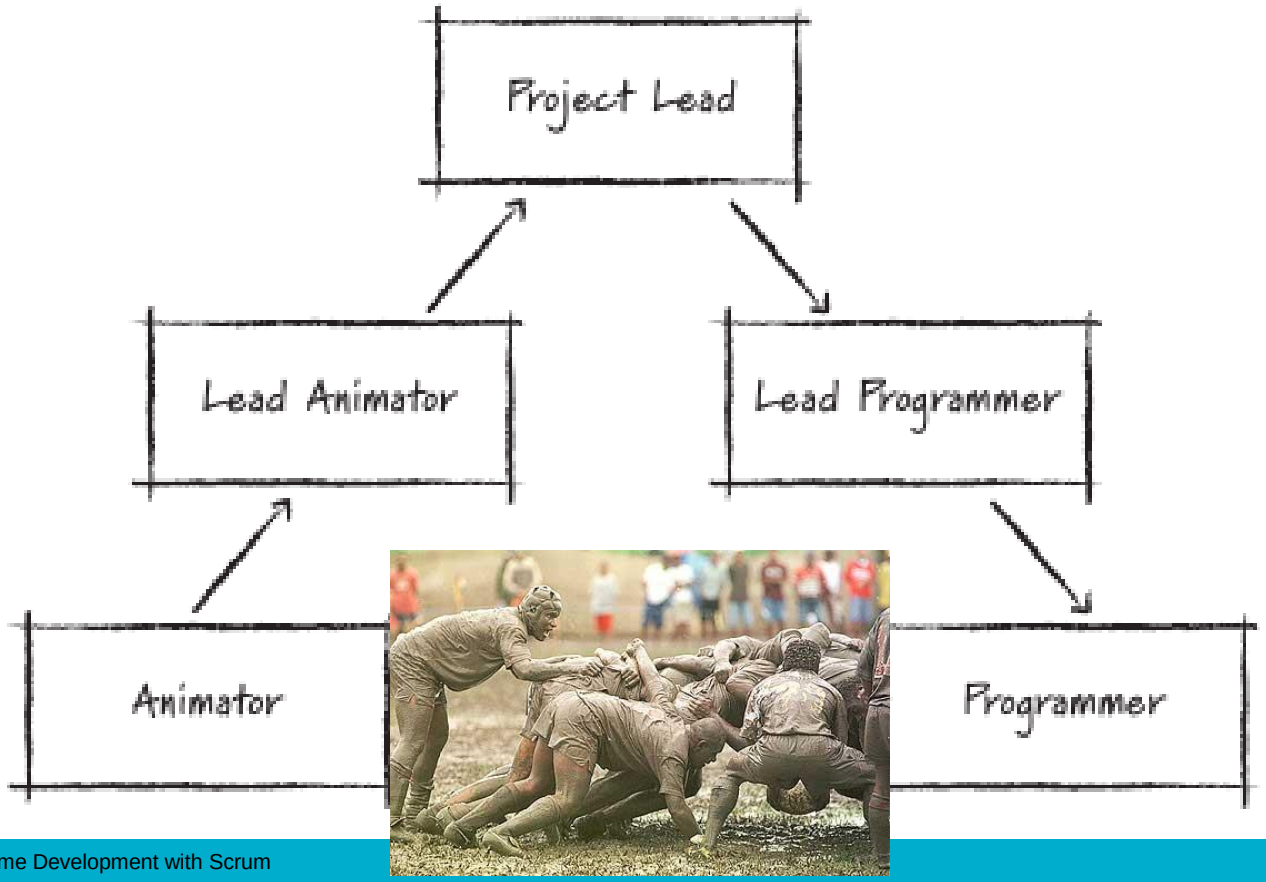
# The Agile Manifesto

- ***Individuals and interactions*** over processes and tools
- ***Working software*** over comprehensive documentation
- ***Customer collaboration*** over contract negotiation
- ***Responding to change*** over following a plan

# No more planning and documentation?

# Customer collaboration

# Individuals and interactions

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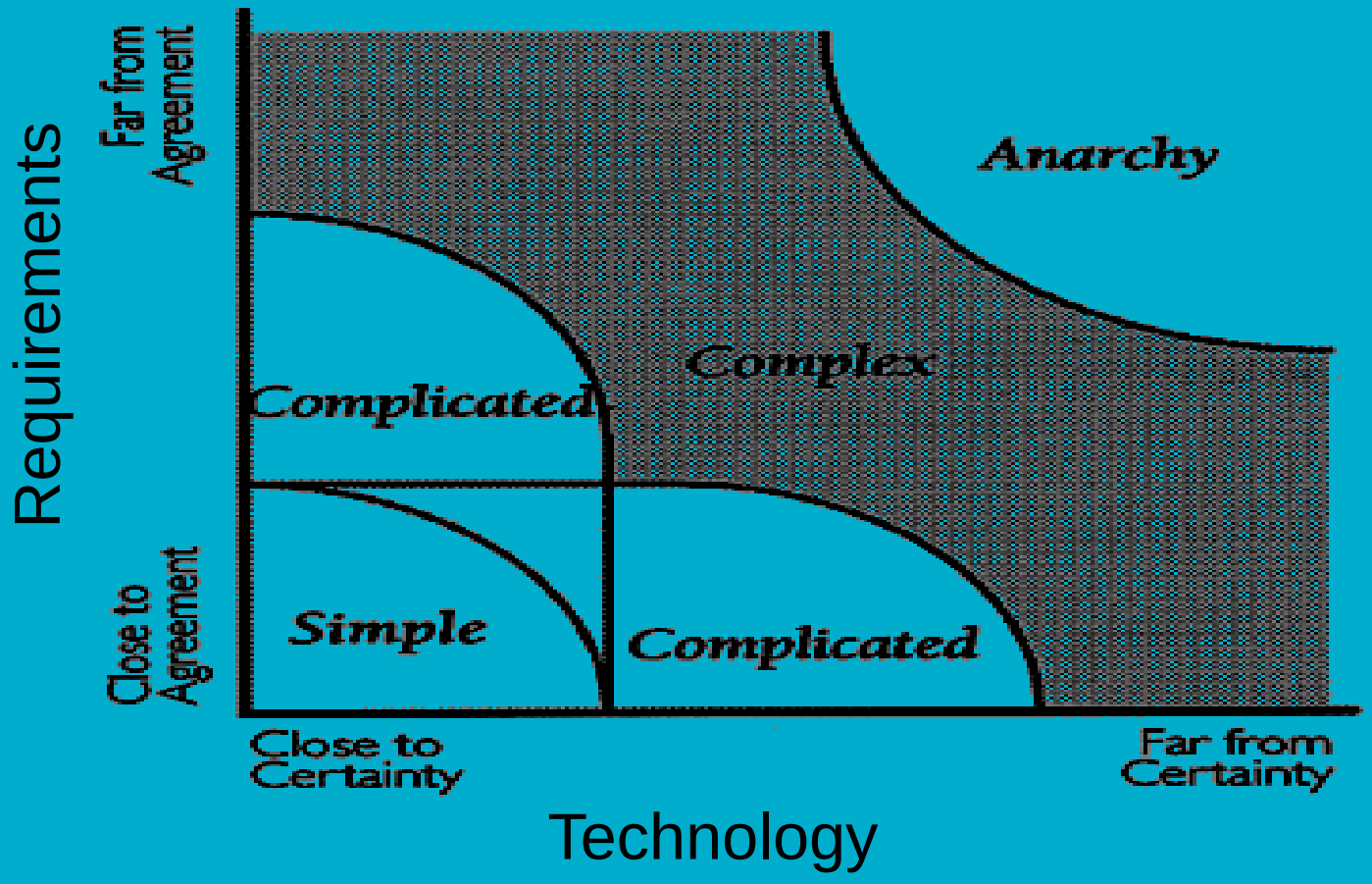
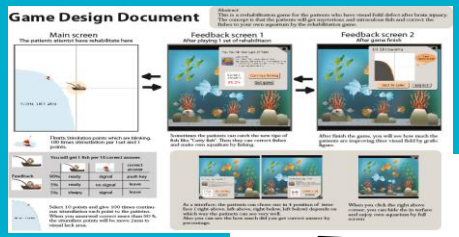
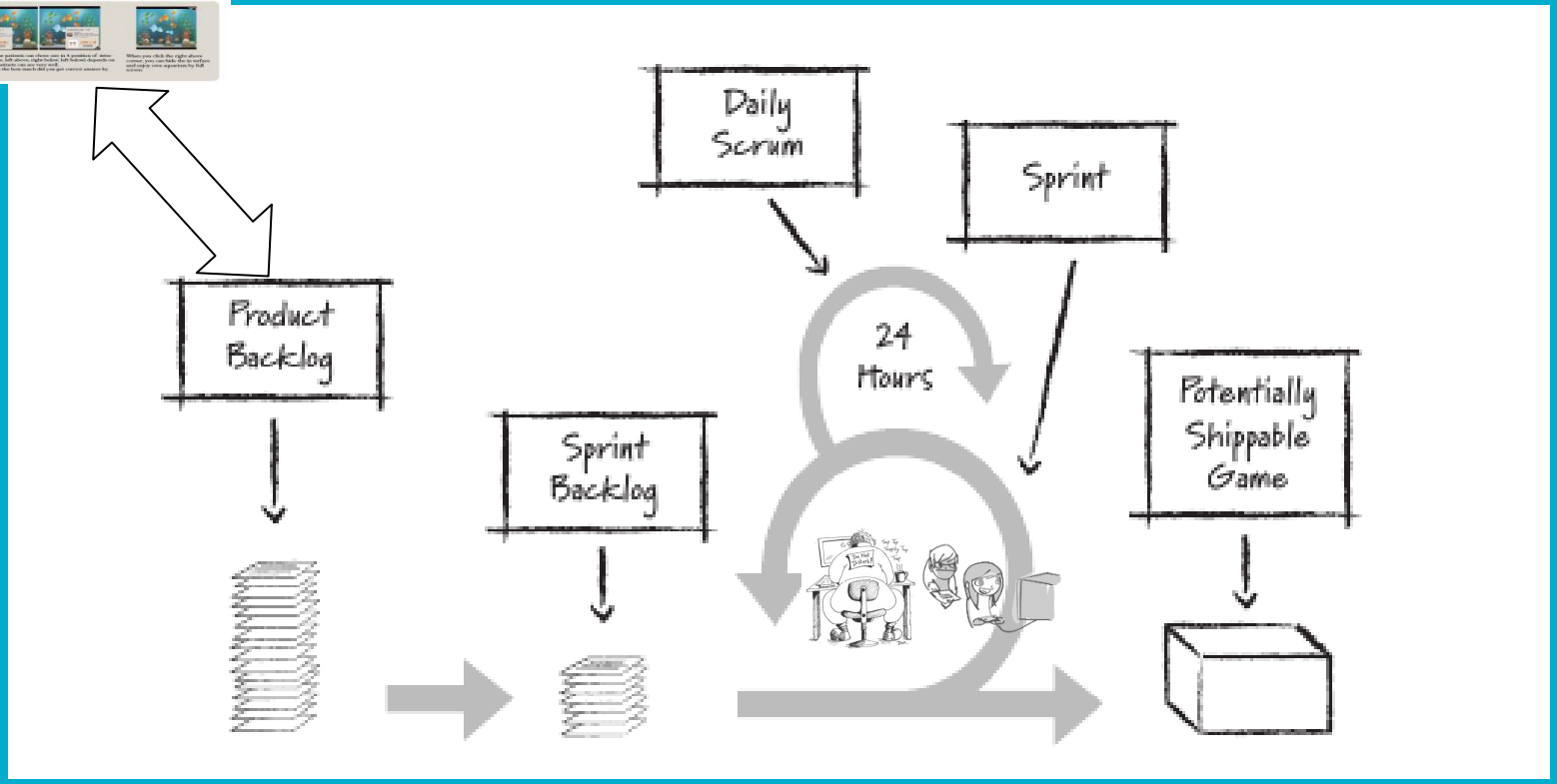
# Waterfall or Agile?



# SCRUM

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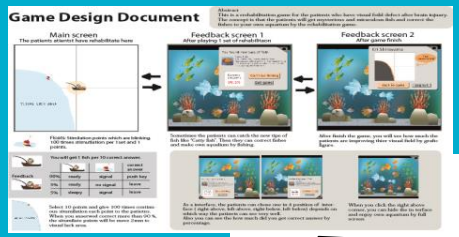
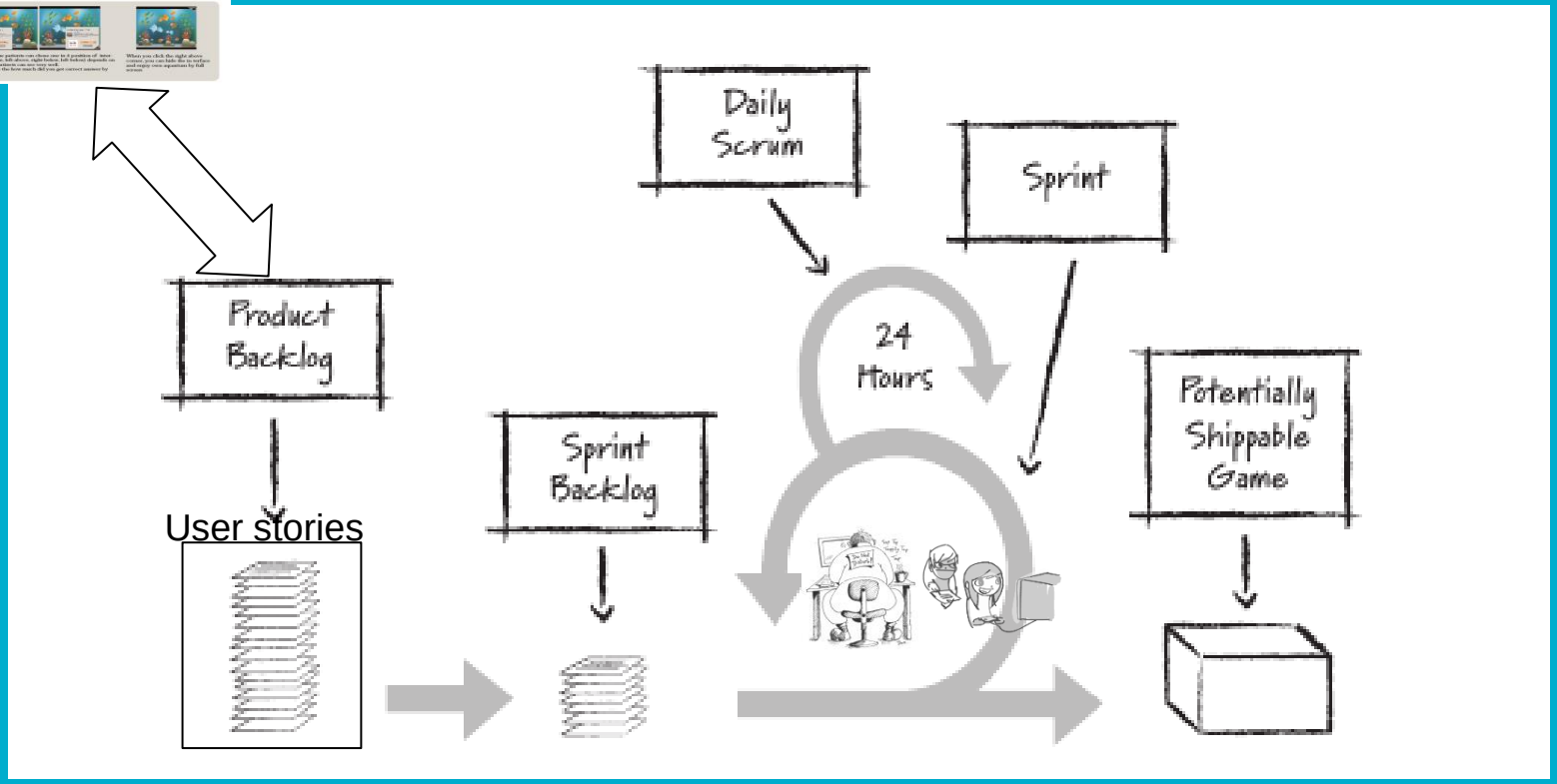
# Product Backlog

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# User stories

As a <user role>, I want<goal> [so that <reason>]

*User role*: A customer of the game or a user of the pipeline who benefits from this story.

*Goal*: The goal of the story. This is a feature or function in the game, tool, or pipeline.

*Reason*: The benefit to the customer or user when this feature or function is used.

# Examples of user stories

As a player, I want a player mute button so that I stop being distracted by some of the other players online.

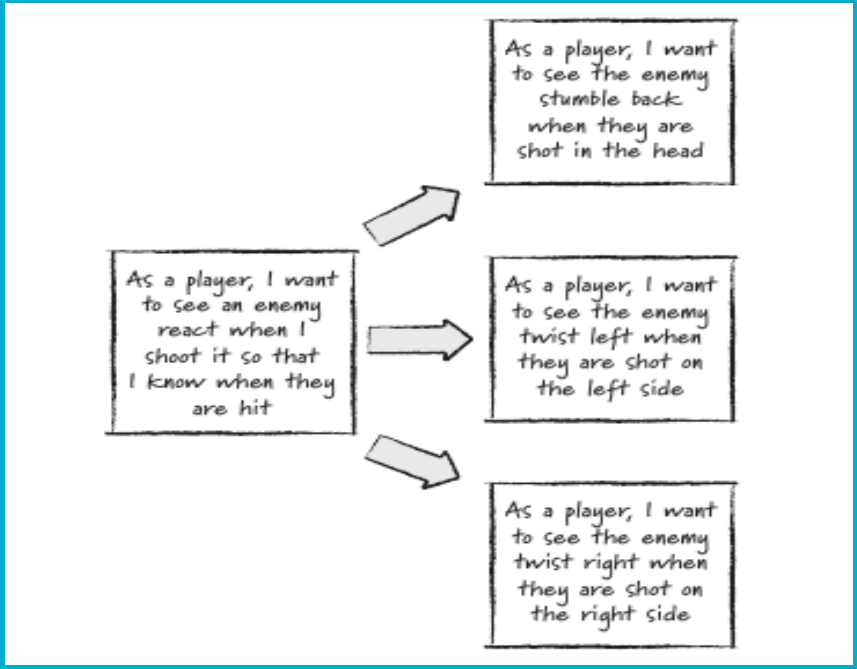
As an animator, I want to change animations directly in the game without restarting it so that I can iterate faster on animations.

As a player, I want to see my health level.

# INVEST in user stories

- Independent
- Negotiable
- Valuable
- Estimatable
- Sized appropriately
- Testable

# Testable

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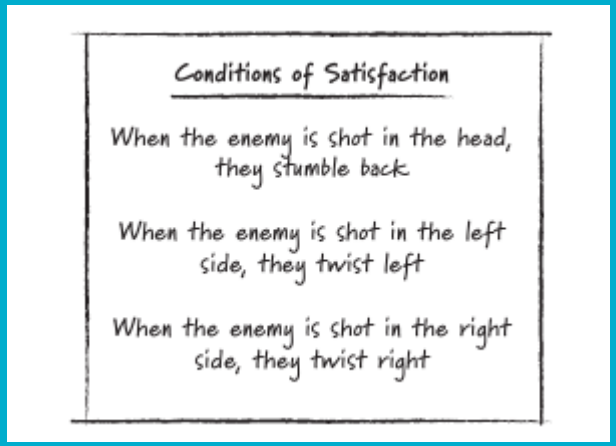
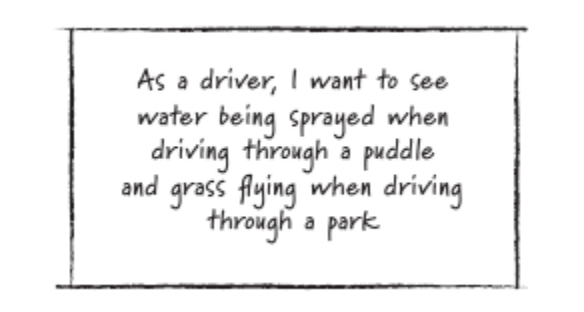
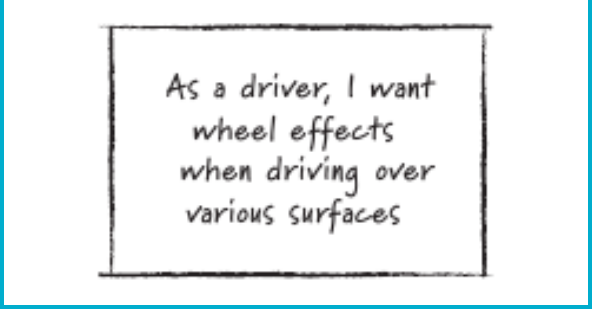


# Negotiable

Too much detail




Better

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# Formulate user stories for your own High Concept

# Prioritizing the Product Backlog

Guides for determining the priority:

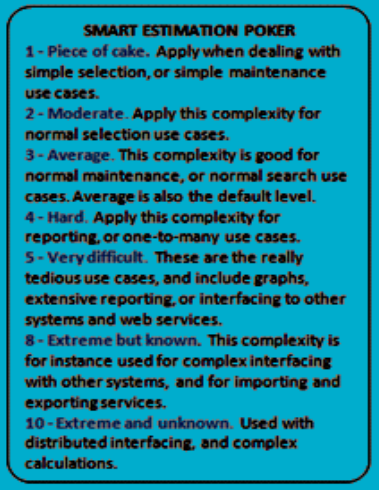
-Value

-Cost

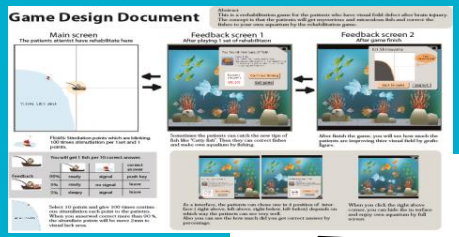
-Risk

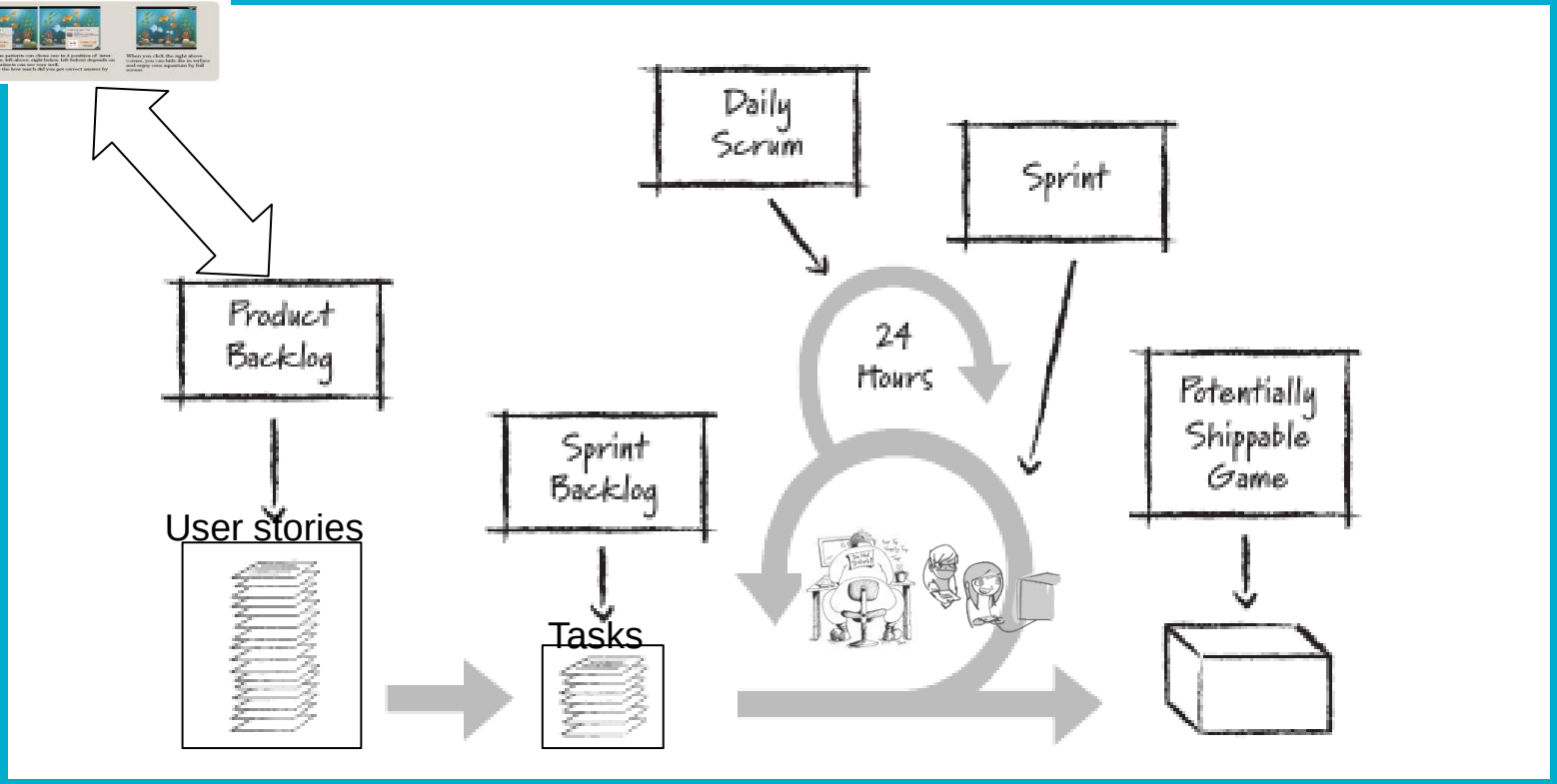
-Knowledge

# Estimating Story Size



# Sprint Backlog

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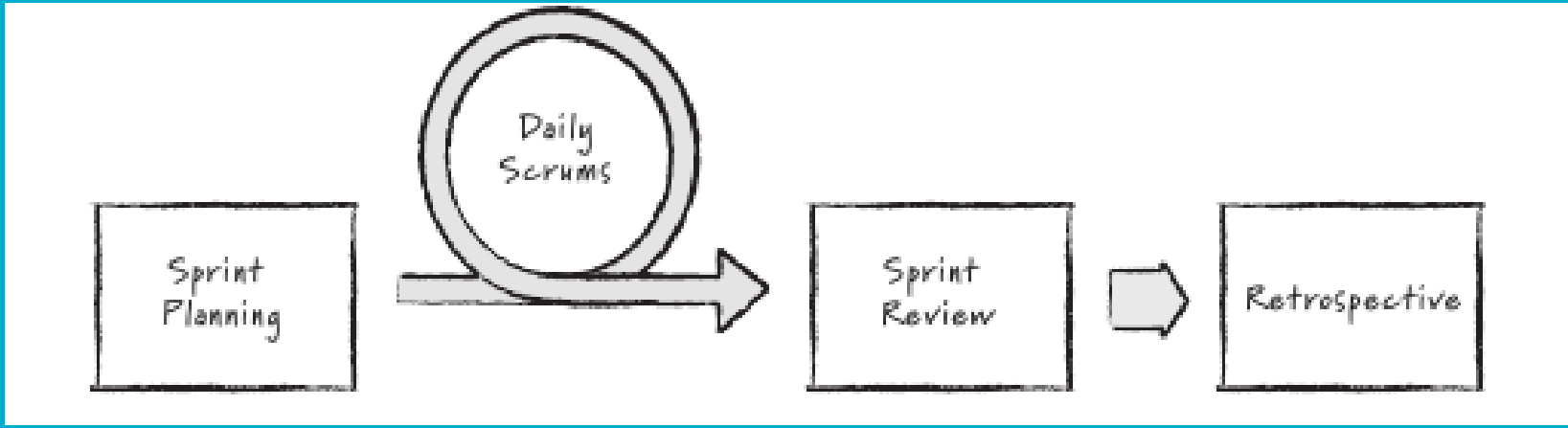
# The flow of sprint meetings

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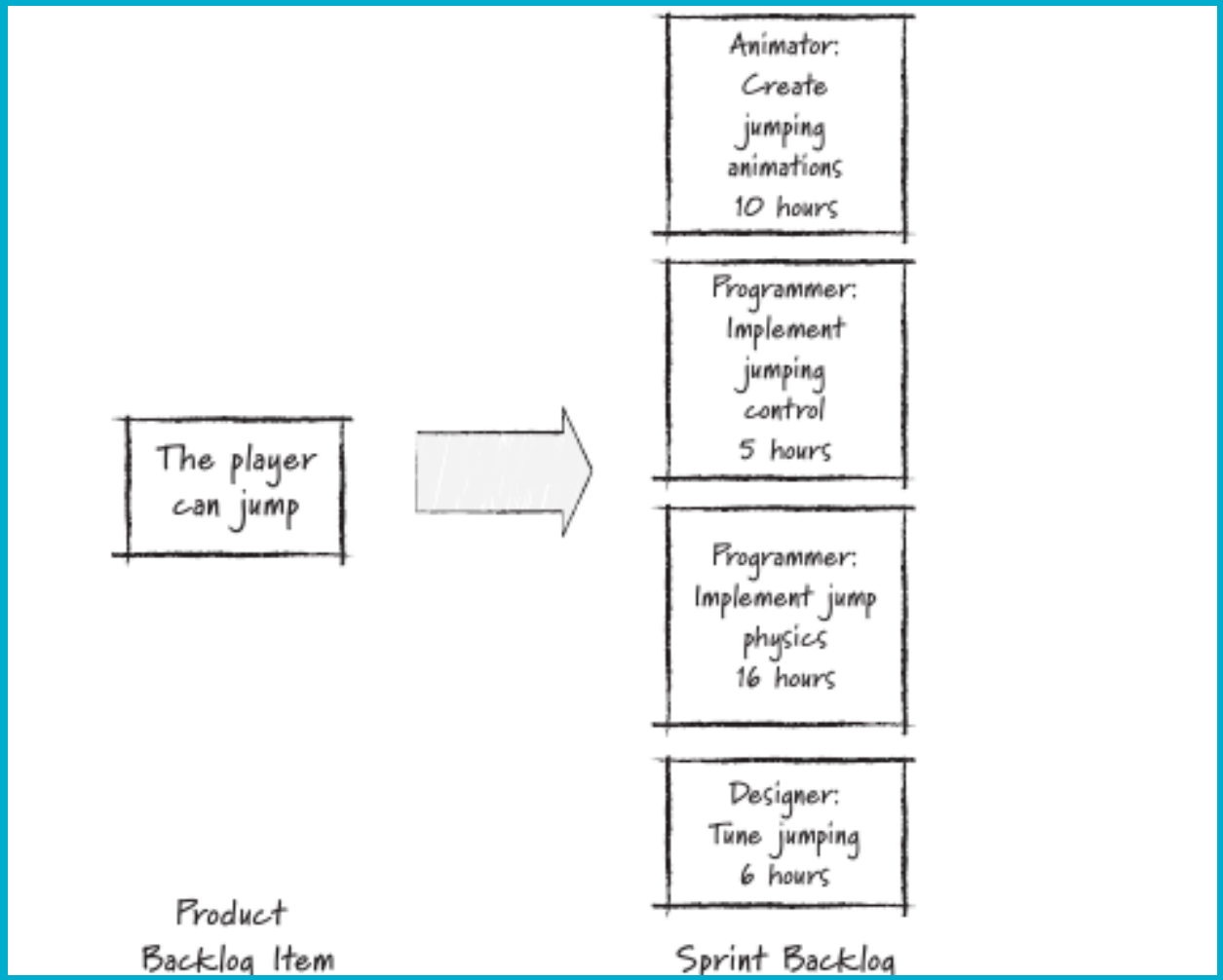
# Tasks

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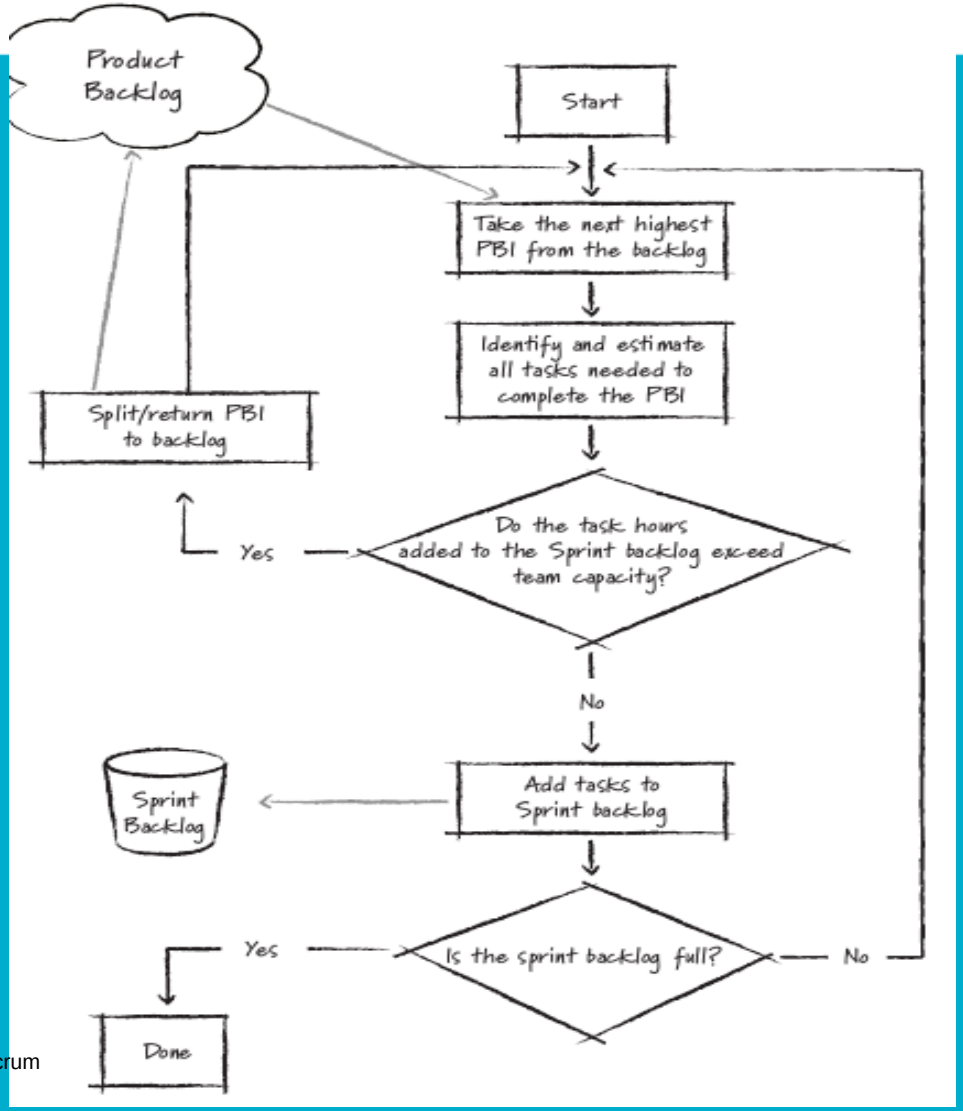
# Creating a sprint backlog

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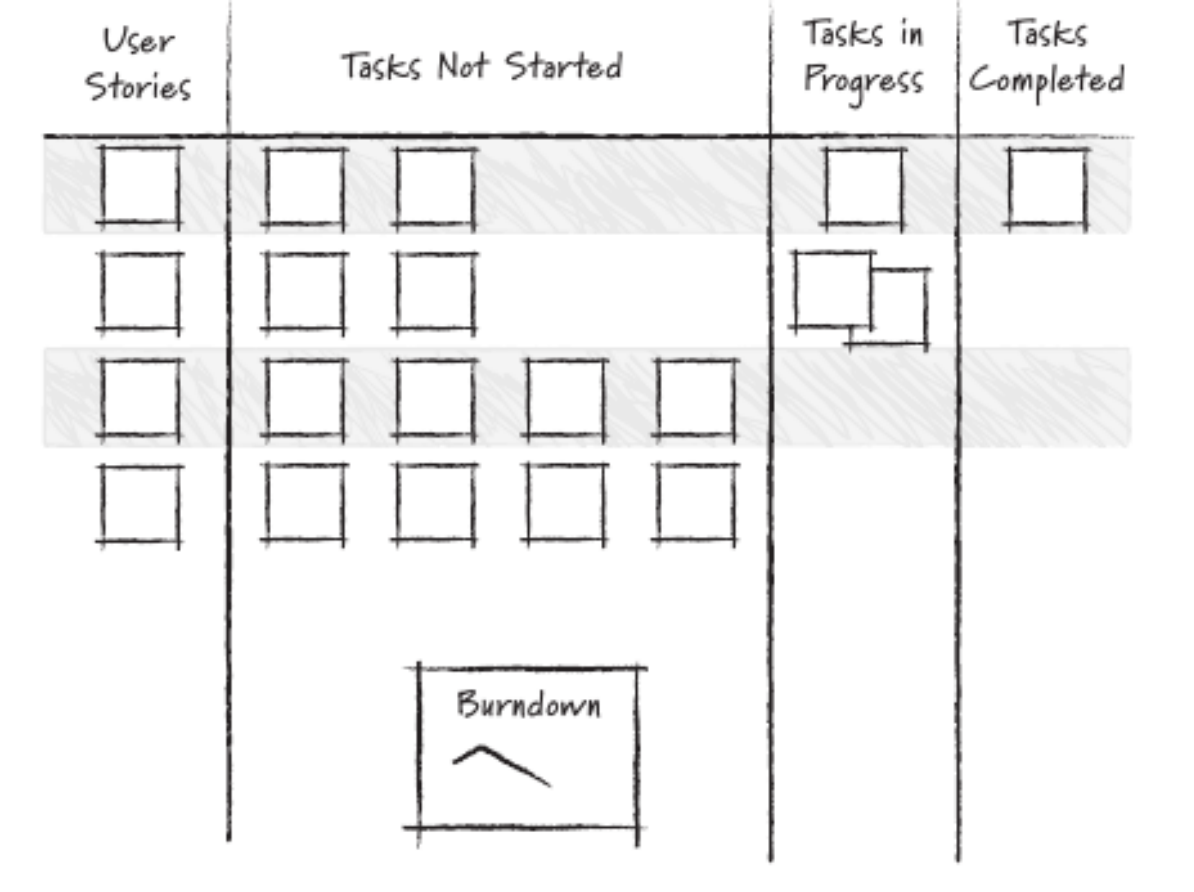
# Task board

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# Daily Scrum

- “What have I done since the previous daily scrum?”

- “What am I going to accomplish between now and the next daily scrum?”

- “What are the problems or impediments slowing me down?”

# Sprint Review (team + stakeholders)

# Sprint Retrospective (team)

- “What things should we stop doing?”
- “What should we start doing?”
- “What is working well that we should continue to do?”