

Getting to
know you
Week 2

Please write your name on
a piece of paper
and fold it up in front of
you



8/10/2015

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CW1A

- Hybrid group / individual report
- Select one MVP between 4
- 2000-2500 Word individual report on;
 - Potential risks for MVP (Market, technology, team)
 - Potential impact, mitigation
 - Risk management strategy
- 500 word group consensus highlighting major risks found in individual work along with action plan to avoid these issues
- Due 15th October, no extensions will be granted

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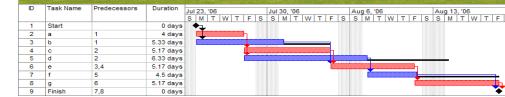
The MVP

Professional Practice

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Building stuff

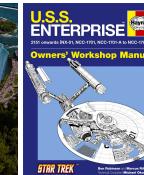
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NASA
SPACE SHUTTLE
With many step-by-step projects
Owners' Workshop Manual



Niagara Falls
A guide to the design, construction and operation of the NASA Space Shuttles



U.S.S.
ENTERPRISE
The complete history of the most famous starship ever built
Owners' Workshop Manual

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How to succeed in project management

1. Agree the requirement with the customer
2. Deconstruct the requirement into smaller components
3. Split each component into tasks and assign relevant resources
4. Estimate / Negotiate how long each task will take
5. Set up dependencies
6. Find the critical path
7. Add up all the durations on the critical path to yield the completion date
8. Add up all the costs of resources to understand costs
9. Track project against plan

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What could possibly go wrong?

- Groups of 5
- Find 5 issues with waterfall scheduling
- Summarise each in <10 words
- Rank by **decreasing** severity

Respond at
<http://tinyurl.com/lS71025A-W2>

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Results

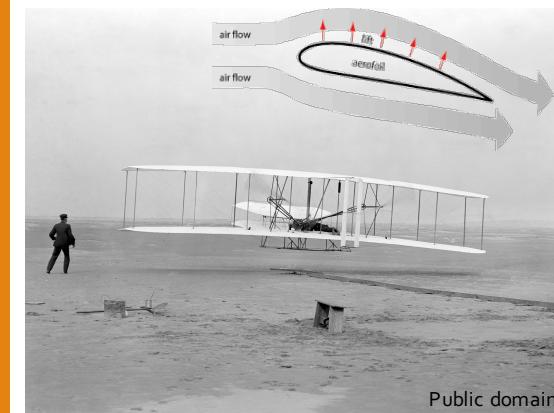
DEFCON	duck duck group	MY GROUP ADAM LEAVE OFF	DELTA SQUAD	Baggio Group	Tin-Tin & Co.	
1	Game not fun or buggy so game fails, not making profit, company tanks	No time to adapt to continuously client feedback	Deadlines missed, Run out of many, legal issues	copyright, over budget and deadlines missed	Less flexible than other models since stages are separated and irreversible (unidirectional)	Game over man
2	Funds falling off	Changing requirements/k knowledge (no time for iterations)	Deadline hit but with bugs	tech issues	Dependency on technology/architecture	Said Private Ryan, but at what cost?
3	Not meeting deadline	No flexibility in terms of when assignments are done	Game released not to standard we expected of ourselves	bugs, game not received well	Scope Creep	Lets play a game "Tick Tack Toe"
4	Loss of key staff	Hard to estimate time. Deadlines.	Problems recovered early	someone not coming into work	Lack of post production management	A few casualties, but we did it
5	Team not geling efficiently	Unexpected things happens. People get sick	Deadlines hit early Project completed under budget	company is attacked by shark nado	Lack of team synergy	Land of milk & honey
		There is often no funds for buffer periods				

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Minimum Viable Product



Public domain

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Big help for
the boys



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Now
optimised for
speed &
capacity



© Airbus industries

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Focus on
what's
important



- Save time by not building irrelevant stuff.
- What could we lose here?

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LEAN

- Customer centric development
- Rapidly iterated MVP which is always ready to ship
- Access to the Early Adopting Customer is critical
- Key Success Indicators

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Nature of requirement?

Abraham Maslow
Hierarchy of needs

The diagram illustrates Abraham Maslow's Hierarchy of Needs as a pyramid. The top tier is labeled "Self-actualization" and contains the text: "morality, creativity, spontaneity, problem solving, (lack of) prejudice, acceptance of facts". The second tier is labeled "Esteem" and contains "self-esteem, confidence, achievement, respect of others, respect by others". The third tier is labeled "Love/belonging" and contains "friendship, family, sexual intimacy". The fourth tier is labeled "Safety" and contains "security of: body, employment, resources, morality, the family, health, property". The bottom tier is labeled "Physiological" and contains "breathing, food, water, sex, sleep, homeostasis, excretion".

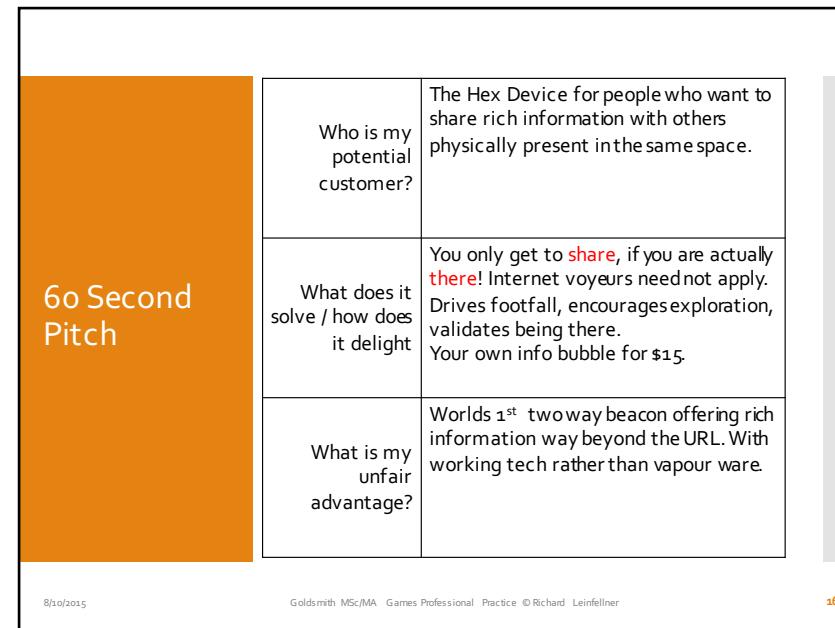
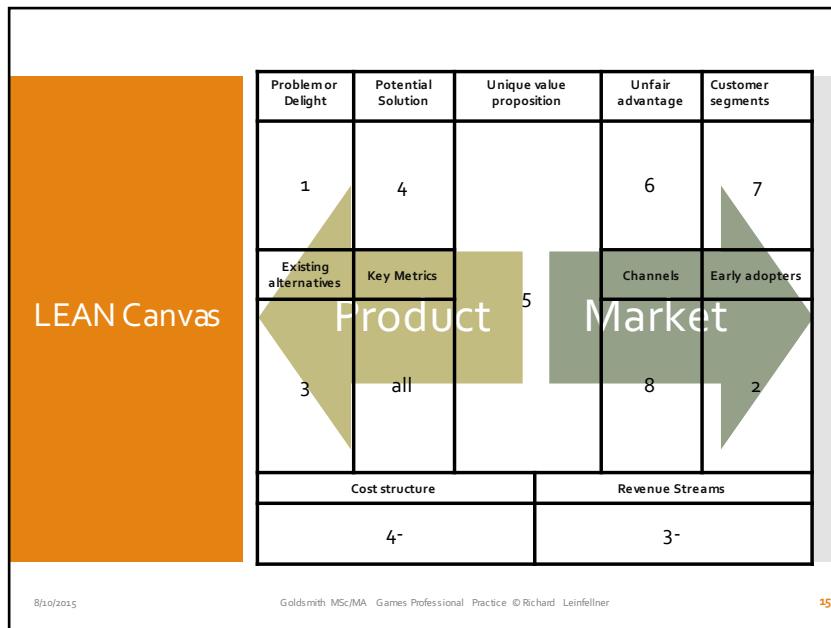
- What is the primary **requirement** for an interactive entertainment product?

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The happy customer

- Success
 - A. Your product solves a problem for them
 - B. Your product gives them delight
- How?
 - Understand what their problem is.
 - Understand what would have the whoop with joy.
- Where do you start?
 - Prior art, what worked and WHY?
 - Extrapolating trends.
 - Personal experience (careful)

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Validated Learning board

TODO Risks / Assumptions	In Progress			DONE Learning
	Risk / Assumption	Test with	Measure how	

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Innovation in interactive

- Innovation in interactive is hard
 - New implies aspects of it are probably unlike anything you have built before
 - Entertainment is optional, a product failing in the market is a **passive act** on behalf of the customer
 - Interactive = a **holistic** experience comprising of
 - Actions, Images, Audio, Timing, Tactile feedback
 - Stories are open to interpretation
- Rapid prototyping
 - Actions speak louder than words
 - Focus on the innovation

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Break, back
in 15m

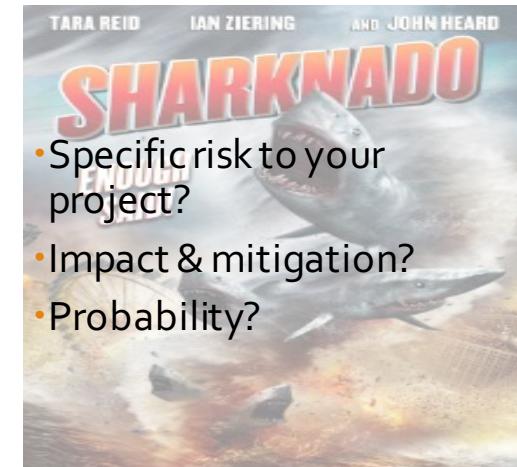
<http://tinyurl.com/lS71025A-W2A>

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A word on
Risk



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