**METHOD OF APPROACH**

**Project: Card game**

Class cmv1a group 5

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Index

Index 2

Introduction 3

Method of approach 3-5

Collaboration processes 3

Scrum 3

Phase one 3

Phase two 3

Phase three 3

Phase four 4

Phase five 5

Risks and countermeasures 6

Conclusion 7

Introduction

The following essay is a description for the method of approach, that group 5 of class CMV1A decided to use for the created card game. Our group is made up of five people that will have a big role on the mechanics and on the concept art of the game.

The method of approach for card game is divided in five different steps, and it shows how our card game will come to life. The main purpose of the game is captivating the target audience, through amazing art and an immersive duel type gameplay.

With our card game we are aiming at an interactive and fun game where the players get to personally be in the game and actually be one of the main characters.

Method of Approach

This subject will describe the order in which the work in the project will be done and the collaboration processes. This project will contain five phases. The first phase is all about the concept and mechanics of the game. In the second phase the game will be tested for flaws through playing the game with basic materials and adapting the rules to make it more balanced. The third phase of the project will consist of testing the game with other people. Every time team members will have to take notes of what other people think about the teams game. Within the fourth phase the final version of the cards and other objects will be created. The fifth phase is the final testing phase, this phase contains a lot of testing regarding the aesthetics to make the game as engaging as possible (in this phase the game is supposed to be balanced already).

Collaboration processes

Whenever there is a group meeting the members will share which tasks they have completed and their opinions. Then they will be given another assignment. Every time a member gets a new assignment a deadline will be created, this results in shorter tasks and faster results. This will be done because all the members will have to give proof of devotion to the project. A group meeting is one big brainstorming session, all the members can bring something into the group. Everyone has to respect each others opinion. Whenever there is a problem with something a team member will have to inform the rest of the members as soon as possible.

Scrum

Scrum is implemented in all the processes described above. As can be recalled by the goal of achieving fast results through short tasks, devotion from the members, suggestions from all members, respect for each others opinion and sincerity. Which are all elements of working with scrum.

Phase one

This will be the time to come up with a game. In this phase everyone will be involved by sharing ideas about how the game will be played. For example ; “for how many players is the game supposed to be?”, “how many different cards are we going to make?” and “which kind of combat system are we going to use?”. When all the basic things are decided and the game can be played, the second phase will start.

Phase two

At the start of the second phase the game has to be prototyped out of paper or cardboard so people can actually test the game. The artwork doesn’t matter to a certain extent, although the cards used must be understandable. Then the game has to be played several times by the project members. While playing the game, members will discuss what will have to be changed. This can take a long time because a good balance is important to have a playable game. If all the members agree that the game is ready to launch, the real testing begins in phase three.

Phase three

Testing your game on other people is one of the most important parts of game developing. The team will let other people play the game and take notes of their opinions of the game. After that, the team will have to adapt the game based on the opinions of the test players. The testing and adapting can be done serval times until the team is satisfied with the final result.

Phase four

When entering phase four, the game is almost finished because it is already playable. While in phase four you can still continue the testing from phase three. In this phase all the cards will be drawn and possibly printed. Other possible objects for the card game will be made or bought. The most important thing to keep in mind in this phase is to finish all the cards in time before making them more and more beautiful.

For the playing cards will have three different kind of cards summed up below. For all the playing cards concept art will be made first.

\*Boosting cards:

-Approximately (20x) different cards with boosts, for example:

~ +three attack bonus.

~ +three defence bonus.

~ +two mana points.

\*Character cards:

-Melee cards (2x).

-Range cards (2x).

-Mage cards (2x).

\*Mystery character cards:

-Melee cards (1x).

-Range cards (1x).

-Mage cards (1x).

The game will have to have a few other objects. These objects will be ‘counters’ used for keeping up with the amount of mana and health the player has left.

\*Mana crystal objects:

-Approximately 50 little plastic gemstones.

\*Counting devices:

-Health counter for player (x2).

\*Playing board:

-one playing board and the concept art for the playing board.

Phase five

The final testing phase is the fifth phase. The art has to be done and the game has to be playable. So the game has to be presentable. In this phase you have the time to fine tune the whole game. This will happen through more testing and more listening to other people’s opinions.

Risks and countermeasures

The following subject contains the risks and countermeasures of the project. This mainly involves the mistakes you can make which will result in a lack of time. The Risks that are described below are in order of most important on top and least important on the bottom.

The meet your future lecture guests told us that the biggest mistakes you can make, when making a game are: “Most of the game projects fail because the game is not balanced”, “The games that are tested properly are the games which will be the most different from the concepts of the group making the game, but will also the games that will be loved by the audience.”, ”A game with great art does not make it a fun game to play”. So the biggest mistake we can make is a lack of testing our game before we are making the art. As a countermeasure for this problem, we will make the game function properly before making the artwork for the cards.

Another of the great risks we will encounter will be the planning. Some of the members of the project group experienced this before while doing other projects. Some tasks are asking for a lot of time and effort while other tasks won’t be such a struggle. As a countermeasure we will have to calculate the time needed for certain tasks properly and also divide the work properly. When a project is not properly planned the project will probably not be finished before the deadline.

As a game developer you want to make something other people will enjoy playing. With this in mind a game developer starts thinking about a lot of things they can use to improve the game they are making. The game developer has the struggle to decide which of the ideas are joining the game and which of the ideas will be discarded. It could easily happen that there are to many ideas included in the game. Too many ideas can result in a timewasting process. If we want to finish this project in time we will have to make hard choices and discard many if the ideas we have.

When there is a meeting of the project group there will be many ideas. An important thing to do is write them all down. An organised bundle of notes which can easily accessed by all the members is a must. Otherwise some of the group members which are doing work on the project at home can’t get access to notes which could be important for the work they are doing. Also agreements which have been made can be broken because the member without the access of the notes can’t recall.

One of the most basic risks of a project is a lack of effort of the project group itself. This is easily counter measured with a good project leader and a steady cooperation agreement.

So there can be several thing which can cause a project to fail. The main cause of failure is having the wrong priorities. When the group has a proper planning a good project leader and well organised notes, it will help to finish the project in time.

Conclusion

In this document we talked about the order and how the work in this project will happen. Also we have a detailed list of risks we want to recognize. The work of the project is divided in five phases. Phase one is making the concept of the game. Phase two is making a paper version of the game and test it. Phase three is testing the game on other people. Phase four is making all the cards and other objects for the game. And phase five is the final testing phase where the game is already playable but can be made more fun. Almost all of the risks we thought of will result in a lack of time. We have to keep in mind that the most important part is delivering a balanced and playable game instead of an awesome looking unbalanced game.