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introduction

Method of Approach

This subject will describe the order in which the work in the project will be done and the collaboration processes. In this project will occur five phases. The first phase is all about the concept of the game. In the second phase the game will be tested for flaws trough 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 themselves and on other people. Every time team members will have to take notes of what other people think about our game. Within the fourth phase the cards and other objects will be made. The fifth phase is the final testing phase, this phase contains a lot of testing to make the game as fun as possible (in this phase the game is supposed to be balanced already).

Collaboration processes

Whenever there is a group meeting the members will tell each other which tasks they have completed and will be given another assignment. Every time a member gets a new assignment a deadline will be created, this will result in sorter tasks and faster results. This will be done because all the members will have to have a devotion for the project. A group meeting is one big brainstorming session, all the members will have to bring something into the group and 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 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 made simplistic out of paper or cardboard so people can actually play the game. The art doesn’t matter yet although the cards used must be understandable. Then the game has to be played several times by the project members. While playing the members will discuss what will have to be changed. This can take a long time because an good balance is important to have a playable game. If all the members agree the game is ready to launch the testing really 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.

Phase four

When entering phase four the game is actually almost finished because it is already playable. While in phase four you can still do the testing from phase three. In this phase all the cards will be drawn and printed if needed. Also the objects 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 will be made concept art first.

\*Boosting cards:

-Approximately (20x) different cards with boosts like:

~ +three attack bonus.

~ +three defence bonus.

~ +two mana points.

\*Character cards:

-Mele cards (2x).

-Range cards (2x).

-Mage cards (2x).

\*Mystery character cards:

-Mele cards (1x).

-Range cards (1x).

-Mage cards (1x).

We Will have to supply the game with a few objects. These objects will be used for counting 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 make your game more fun. This will happen trough 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 in making 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. Which can result in a timewasting process. When 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.

Summary