



x3 Game Project Speed

Faster than the fastest

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About Me

- Producer @ Gameloft
- CEO @ JOY Entertainment
- COO, CMO & GD @ Horus Entertainment
- Head of Product & Marketing Manager @ Imba Games.

Case Studies



- Real-time TPS
- 500m x 500m
- 20 players/match
- Lots of objects

Bullet Strike Battlegrounds
1.5 months for Alpha

Case Studies



- 70 characters x 3 model levels
- 8 players/match
- Lots of Animation + VFX + Audio
- Complicated rules and balancing

Auto Chess Legends

3 months for Beta

AGILE FOR GAME DEV

SCRUM

- Fixed length sprint
- Release at end of each sprint
- Push
- Velocity
- Roles based
- Teams should not make changes during the sprint.

KANBAN

- Continuous flow
- Continuous delivery
- Pull
- Cycle Time, WIP
- No required roles
- Change can happen at any time

AGILE FOR GAME DEV

SCRUM

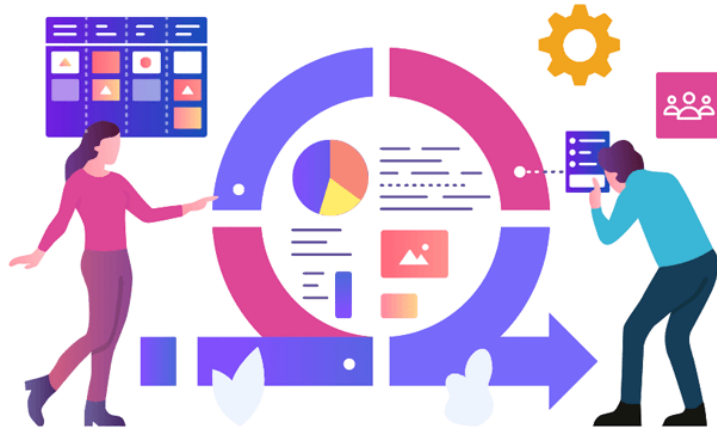
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- ~~Continuous flow~~
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- ~~Cycle Time, WIP~~
- ~~No required roles~~
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SCRUMBAN

It is not Scrum vs. Kanban!



It is Scrum and Kanban!

- Fixed length sprint
- Release at end of each sprint
- Pull
- Velocity, WIP
- Roles based
- Change can happen at any time within WIP limit

SCRUMBAN BENEFITS

- Increase quality by using Sprints
- Visualize the work by Kanban board
- Continuous improvements
- Agile
- Focus on workflow
- Fixed timebox
- WIP Limit: Focus, reduce multi-tasking

PRACTICES

1 Sprint = 1 version

Scrumban backlog = Roadmap

Sprint Goal = Major Changes

PRACTICES

- Daily Standup + Sprint Retrospective + Sprint Review meetings
- All estimation must include feedback and bug fixes
- Last 2 days are for bug fixes only

Reduce 1/3-1/2 Project Duration

Process is not everything!

Where is The
Rest $1/3$?

HUMAN

- Communication: More important than any process
- Mindset: Make it done. Don't do everything
- Responsibility: It's a user story. It's not task.

TOOLS & TIPS

- Documents, Wiki & Post-mortem
- Slack & Slack Integrations
- HacknPlan
- Reuse Assets
- Asset Store
- Freelance
- Training



Thank You!

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