Planning Computer Games project

Games Project Teaching Assistants (GP TAs)
Fanny Lie: fannylie1@hotmail.com
Isha van Baar: isha.vanbaar@gmail.com

Software Engineering Teaching Assistant (SE TA)
Bastiaan Reijm: A.B.Reijm@student.tudelft.nl

Email contact with all Games Project staff: games.project.delft@gmail.com

Computer games project plenary events

Week	Date	Place	Activity
1	Tue 22.4	zaal PI zaal F	9.45 – 10.30 Context **project kick off** 10.45 – 12.30 Games **project kick off**
2	Mon 28.5		8.45 Discussie top 3 game concepten (per team)
	Fri 2.5	Zaal Boole	10.45 – 12.30 **game pitches**
	Fri 2.5		*design document (replaces product vision document)*
3	TBA	Zaal YYYY	TT - TT Freek Bomhof - **Menselijk gedrag, groepen en games: inzichten uit de psychologie**
	Fri 9.5		*Submit first peer-review*
4			
5	TBA	Zaal YYYY	TT - TT XXXXXX - **How do you run a game studio?**
	Fri 23.5		*First playable*
6	Mon 26.5	Zaal YYYY	13.45 – 17.30 **midterm plenaire presentaties**
7	Mon 2.6		*Submit second peer-review*
8	Tue 10.6		*Beta*
9			
10	Mon 23.6		*Submit third peer-review*
	Tue 24.6		*Release*
	Fri 27.6	Zaal YYYY Hall EWI	8.45 – 10.30 **Final presentations** (all teams) 10.45 – 13.30 **Public game demos** (all teams)

Context specific deliverables are in italics

version 1.4.1
21 April 2014

Global context project plenary events (from Blackboard)

Date	Time	Where	Lecture	Lecturer
22.04.2014	**9:45-10:30**	**EWI-Pi**	**Kick-off event 1: General introduction to contextproject**	**Alan Hanjalic**
25.04.2014	10:45-12:30	DW-PC 0.010	Kick-off event 2: Introduction on Software Engineering aspects of the Contextproject	Alberto Bacchelli
24.04.2014 01.05.2014 08.05.2014 15.05.2014	08:45-10:30	EWI-D@ta	Interaction design	Willem-Paul Brinkman
03.06.2014 04.06.2014	13:45-17:30	EWI-Chip (03.06.) EWI-Ampere (04.06.)	Interaction design (midterm review)	Willem-Paul Brinkman
30.04.2014 11.06.2014	08:45-10:30	EWI-Boole (30.04.) EWI-D@ta (11.06.)	Project skills	Laurens Rook
23.04.2014	8:45-10:30	DW-PC 0.010	Information skills	Nicole Will
25.04.2014	8:45-10:30	DW-PC 0.010	Agile and SCRUM Introduction	Rini van Solingen
02.06.2014	8:45-12:30	DW-PC 0.010	Feedback SIG evaluation	Eric Bouwers
27.06.2014	**See project folder under Assignments for time and location details**		**Presentations of student teams and assessment of the results per individual project**	**Coordinators of individual projects**
27.06.2014	**13:45-17:30**	**EWI-Chip**	**Presentations of best student teams and demo market**	**Alan Hanjalic, Alberto Bacchelli**

Deliverables schedule

Deadline	Deliverable
week before each iteration (to be delivered no later than Thursdays eveining 23:59h)	**Lightweight SCRUM plans**
08.05.2014	Product vision - Draft
15.05.2014	• Product planning – Draft • Emergent architecture design - Draft 1
16.05.2014	**Product vision - Final**
23.05.2014	**Product planning - Final**
30.05.2014	**Input for software quality evaluation by SIG - First version**
19.06.2014	• Emergent architecture design - Draft 2 • Final report - Draft
20.06.2014	**Input for software quality evaluation by SIG - Final version**
26.06.2014	• **Emergent architecture design – Final** • **Final report - Final**