INB380 Learning Resources URL: <http://theblacksphere.com/INB380/>

End of year showcase

Ross Brown

Intro

* Design Motivation
  + Completed 379 🡪 simulating preproduction process
    - Elements of art content
    - Implementation
* This week’s Critique
  + Playable “chunk” of the game
  + You have your design, intent, build the vision and publish it for others to review
* Experience in Indie game development
  + Discipline to work towards a common project
  + ***Meet milestones***
  + Identify milestone 🡪 meet them (NO EXTENSIONS)
  + Emphasis on ***prioritising tasks***
  + Making intelligent decisions as to “what to drop, what to hold onto etc…”
  + Produce a polished game 🡪 Opened up to naïve testers
    - Deliverable
    - Budgeted
    - Planned
  + Teaching Team
    - Ross Brown – Unit Coord
      * 3D comp graphics
      * SE Expert
    - Matt Ford – Industry Tutor
      * 20 years of games industry exp @ Microsoft, auran and indie
  + Critique Meetings
    - Less about exploring options
    - What goes in for publication?
    - Mainly about responding to user feedback
    - Weekly test results in beta testing stage (later in sem) 🡪 “We tested with 10 people, discovered this mechanic doesn’t work, we will improve by doing this”
  + Unit Process
    - Alpha Build by WEEK 5 (smaller more polished games, very few levels)
    - Beta Build week 5 – 9?
  + Pre-Alpha (checklist for first crit?)
    - Concepts explored
    - Game prototype tested and functioning
    - Team tool chain for artists to build game
    - Concept level content developed with some **final artefacts ready** 🡪 content indicates you are READY to make the art
    - Know HOW to build the game (on any of your member’s machine)
    - List will be evaluated in first critique
  + Alpha Phase
    - Complete by week 5
    - Not the final game
    - Contains final major components/content/levels/mechanics
    - Buggy
    - Internal Team Testing
    - Built but not polished
    - What goes in/stays out of the game?
  + Beta Phase
    - Can’t fix everything
    - Record results in online process logs 🡪 present each week
  + Publishing Phase
    - Set up a website (can use indie db)
    - Build that you download and it installs
    - Create marketing campaign
  + Final Deliverables
    - Easily installable finished game on target hardware clean GPS515 Machine
    - Website to market and deliver
    - Final Presentation Week 14 🡪 deduces your ability to present your game
* Assessment
  + Project Process 🡪 turning up, “keeping at the game” etc = 40%
  + Project Deliverables 🡪 Published Game/Presentation = 60%
* Polish (, Polish, Polish)
  + have a master craftsperson attitude!!!
  + Attention to detail
* World Class Work (Getting a 7)
  + Should be able to hand a 7 project and hand it to a dean at any university and have them accepted for a masters subject
  + Need to EXCEED our expectations
* Conscientiousness
  + Ability to plan and apply attention to a task consistently
* Lectures 🡪 On specific weeks (Wednesday 11am)
  + Lecture 1 – Unit Processes
  + Lecture 2 – Agile methods and SVN workshop
  + Lecture 5 – User Testing
  + Lecture 9 – Game Publishing
* Critique Meetings
  + Be ready for each meeting
  + 10 minutes per meeting to say what has happened during the week
  + Fast/Brutal
  + Make sure we know how much everyone is working
  + Meetings are compulsory!
* Subversion Log and Process Document will show your work each week
* Collaborative Tools
  + Google Calendar
  + Process Document
  + Source Control
* SVN Log
  + Meaningful Commit statements
  + Shows timestamps
  + Setup properly with unity 🡪 <http://docs.unity3d.com/Documentation/Manual/ExternalVersionControlSystemSupport.html>
* Producer’s Weekly Process Document (Report)
  + Mandatory Weekly Report for team to be submitted as one page document
  + Salient points summarising week
  + Template
    - Title
    - Summary/Reflection
    - Achievements
    - Problems
    - Plans
  + Add anything to communicate a point if necessary
  + Marked along with meeting process each week from 0 – 5
  + 16 – 20 hours per week on this unit from each person in the team ***minimum***
  + How many hours have you done? Show us what you’ve done!
  + End of year industry day showcase available to anyone with a 5 or above
* Subversion Servers
  + How to use it with unity (on your own if you are using GitHub)
  + Send Ross Brown access to your GitHub Repository
* Critique
  + Status of game
* For Week 2
  + Google Calendar of Weekly tasks (plan 1 week ahead) 🡪 same what will be presented in the desk crits 🡪 every team member should be able to answer the following: when are you working? What are you working on?
  + Weekly Process Document (Producer fill in the Template Log once per week)
* CRA
  + Game installs easily
  + Publishing/marketing components
  + Game presentation

ONLY HAVE THE THREE LEVELS BETTER LESS levels at a polished level

Probably stick with one per faction yes, will need to discuss obvs