**Project Management Game Development**

**The Experience**

Wesley Cats

Mediacollege Amsterdam

Day 1 (06-11-18)

The actual feeling when I went to school wasn’t really special, I was just thinking of what I would do in certain situations. An example of one of those thoughts was: “How am I going to determine who to help first if there were multiple groups that needed help?” It wasn’t that I would have any negative emotions or thoughts.

Once the projects began, it was pretty overwhelming because everything came to me at once. Luckily I dealt with everything pretty fast and easy.

My way of dealing with the preparation of the projects:

1. Explain Asana and agile workflow to all groups
2. Let all the teams create own user stories and tasks
3. Let all teams setup a GitHub repository
4. Explain the VR group how to work properly with branches in GitHub
5. Let all the groups work on their own

What my actual way of dealing with the problems was:

1. Explain Asana and agile workflow to all groups
2. Let all the teams create own user stories and tasks
3. Help Volken think of and create his own assignment
4. Let all teams setup a GitHub repository
5. Let all the groups work on their own

Because the VR groups was incomplete, I decided to explain the branches the next day when they would be complete for a clear understanding of the branches for everyone.

I thought the ranking of who needed the most help was like this:

1. VR group
2. Volken
3. Boyd
4. Daan

**What I learned this day:**

* Preparation is key  
  If I didn’t prepare the workflow in Asana and the log in Google Sheets, it would have taken me a lot more time to set-up and explain everything.
* Make friends, not enemies  
  Because I socialized with the VR group and befriended them as soon as possible, it was easier for them to let me help them.

Day 2 (07-11-18)

Because the 2 of the 4 groups were working smoothly, assistance took less time and I could start writing my own essay. I thought of a way how I would write my own assignment and asked the teacher Jesse Wissink. He sent me an example of his own essay written for his course as final project and taught me some of the rules he used. I decided I would write it in a higher professional educational style as that was the direction I want to go in.

It gave feeling of fulfillment when I helped Volken with the writing of his own analysis using an self-written game design document and when I was able to instruct the VR group on how to use branches in GitHub properly. It was strange to think that, if I had not asked a teacher a year ago how to use branches in GitHub properly, I maybe couldn’t have helped the VR group as well as I could now. Such a small detail can make such a big change.

**What I learned this day:**

* Asking questions is even more important than you think  
  “If I had not asked a teacher a year ago how to use branches in GitHub properly, I maybe couldn’t have helped the VR group as well as I could now.”

Day 3 (08-11-18)

Because I had told all the groups that they needed a demo as soon as possible on the first day, some groups were able to see and test their work for themselves now and I knew that would motivate them to work harder. And seeing that all the developers could motivate themselves in this way, motivated me more as well.

**What I learned this day:**

* Give more assistance with choosing the user stories for the sprints  
  Because I let groups choose their own user stories, some didn’t choose the ones that would have given them a more helpful demo to work with or no one at all.

Day 4 (09-11-18)

The first big problem in the VR group showed itself in *SourceTree*. It was really annoying that the solutions found online for the problem, didn’t work. Luckily I love to do trial and error, and found the problem after thirty minutes. At the moment of finding the problem, I had this feeling that I couldn’t stop till I found the problem. If I had stopped searching, we would have used a lot of time to setting *SourceTree* up without any end result the developers would be demotivated.

**What I learned this day:**

* Keep trying, even if you think you lost & Don’t hesitate on reading, when searching for solutions  
  When I almost gave up on *SourceTree*, I gave it one more chance and read all the menu options thoroughly. Then I found a preference option that we didn’t saw earlier. Ultimately that gave us the solution to the problems of the developers.

Day 5 (12-11-18)

The day started of with the VR group needing help with their project. They needed some reminders on how to use the branches in *SourceTree*. When I came to them, I saw that Troy wasn’t present. He said he wasn’t present Thursday and Friday, because he didn’t feel well.

I also came to the conclusion that I didn’t put enough structure in the way I noted everything in the research essay. I thought of it as a little chaotic and that passed to how I handled the groups a little bit.

**What I learned this day:**

* Explain, instruct, execute and review all the steps when teaching something new  
  If I had let the VR group execute and review the steps on how to use branches properly in *SourceTree* on day 2, they would have remembered how to do it.
* Be consistent  
  When you are consistent in your noting structure. It is way clearer to read and remember in your head if everything is neat and consistent.

Day 6 (13-11-18)

Some developers really needed a little push to be able to do their work. I started to get the feeling that some wouldn’t get their projects finished on time. It doesn’t feel so nice if you get that feeling. You start to feel that you have no power to get the project finished. But I still kept hoping and helping so they would get as close as possible to finish the project.

**What I learned this day:**

* Hammer down on the deadlines  
  People are way to kind to themselves with deadlines. Most don’t even set them and when they do, they are mostly way to safe. The progress will be delayed because of this.