**Project Management Game Development**

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Contents

**PREFACE………………………………………………………………………………………………………………………………………….3**

1. **EXECUTION……………………………………………………………………………………………………………………………4**

MANAGED PROJECTS**…………………………………………………………………………………………………………4**

DAY 1**……………………………………………………………………………………………………………………………….5**

DAY 2**……………………………………………………………………………………………………………………………….5**

DAY 3**……………………………………………………………………………………………………………………………….6**

DAY 4**……………………………………………………………………………………………………………………………….6**

DAY 5**……………………………………………………………………………………………………………………………….7**

DAY 6**……………………………………………………………………………………………………………………………….7**

1. **CONCLUSION…………………………………………………………………………………………………………………………8**
2. **SOFTWARE………………………………………………………………………………………………………………….……...…9**

Preface

Because management in game development is the direction I want to go in, I decided to take a different route for this assignment. My decision was to help others that were struggling to finish their assignment on time and in order for their portfolio.

Additionally I would learn how to coach / manage multiple individuals and a group together to the point they would be able to create their projects without worrying about the planning and organizing.

Research questions

**Problem:**

* How can I help 6 classmates complete their assignments and on time, which they can use on their portfolio?

**Sub questions:**

* Which production tool is more efficient Trello or Asana?

Execution

* The execution time of the projects was a period of nine days, so a solid workflow was required. An agile workflow was chosen for all of the projects with sprints of two days.
* To secure clear communication, it was decided to have a daily check-in with all the project groups and a WhatsApp group was established with the VR group.
* The check-in consisted of three steps:
  + Check the progress of the current user stories
  + Check if there were any questions
  + Give the group needed assistance
* At the start of every new sprint, there was a reflection of how the previous sprint went and adjustments were made where needed.

Managed projects

* **Group**
  + *VR UI*
    - Three game developers making a VR interactive UI
* **Individuals**
  + *Dialog System*
    - A developer making a dialog system in Unity with the help of XML
  + *Snake*
    - A developer making snake in JavaScript with custom features
  + *Game Design Analysis*
    - A developer making an analysis of Super Mario Bros. and researching what happens if he adds / changes some features and recreating those features in Unity

Day 1 (06-11-18)

The first procedure was to let all developers know how the projects are managed. They were told how to use Asana with an agile workflow, how to use the work logs and they were instructed to create a GitHub repository.

When all the instructions on Asana and the agile workflow were finished, the developers created their own user stories and corresponding tasks for their projects. One developer didn’t plan an assignment yet, so that was taken care of while the other developers were starting in Asana with their user stories.

The course needed the assignment to involve some programming and the developer wanted the assignment to involve game design. All these factors together concluded into the *Game Design Analysis* assignment.

After the making of that assignment, the user stories and tasks created by the other developers needed to be checked and corrected.

Day 2 (07-11-18)

After the check-in on the progress of the projects, the developer working on the *Game Design Analysis* needed some help with the structure of the essay and the VR group needed help with working with GitHub. The other two individual developers, were on schedule nor didn’t they require assistance.

The help the individual required was the least of the two problems, so he was the first to receive a helping hand. An example of a finished game design document was used to help structure the developer his analysis.

The VR group got instructed on how to use GitHub branches properly, so they wouldn’t make any errors when pushing and merging their progress. Additionally they were told on how and why to use the work log.

Day 3 (08-11-18)

The progress of the project groups was reviewed after the end of the first sprint, the results were as followed;

* The developer working on *Snake* was on schedule and showed a proof of concept. Due to the completion of the user stories and tasks, the developer didn’t require assistance and could continue working as the first sprint.
* Assistance was given to the developer working on the *Dialog* System, due to difficulty formulating user stories and tasks. Additionally he had trouble with concentrating for an extended period of time. Instead of watching videos or playing games, advice was given to take a break, such as a stroll.
* The developer working on the *Game Design Analysis* was on schedule and didn’t require any assistance.
* The VR group was on schedule and showed a proof of concept. As feedback passed to the group, was to sustain their daily work log.

Day 4 (09-11-18)

All groups were on schedule and working on their own, except the VR group. Two out of three developers were present and both required assistance with *SourceTree*. After thirty minutes of trial and error to find a solution to the problem, it turned out that they had entered wrong account details in *SourceTree*, so they didn’t get the authentication to push their work to *GitHub*.

Day 5 (12-11-18)

The third sprint began this day and every group got a check on how the previous sprint went.

* The first group that required assistance was the VR group. They needed help with their branches in *SourceTree*, because they forgot how to work with the branches. Their last sprint didn’t go as they wanted it. Because of the errors in *SourceTree* on day four, there was a delay in their progress.
* The developer working on *Snake* was on schedule and the previous sprint didn’t had any complications.
* The previous sprint of the developer working on the *Dialog System* didn’t go as smoothly as he wanted. Due to the developer not having any concentration on day three, he didn’t work on the project.
* The developer working on the *Game Design Analysis* didn’t finish his essay the previous sprint, due to procrastination, so he needed to finish that first to get back on schedule.

Day 6 (13-11-18)

The day began with a daily check-in on the progress of the groups. It seemed that the developer working on the *Game Design Analysis* and *Dialog System* needed some motivation and tips to not get distracted from their projects. Even though both developers were on schedule, if they wouldn’t get the concentration to work on their projects, they wouldn’t be able to finish it.Both developers were giving the tip to sit somewhere alone with headsets on, so they could just be focusing on their projects.

Assistance was given to the developer working on the *Snake* project, due to of the lack of knowledge by the developer on how to keep the previous pressed key saved in a variable.

Conclusion

**Problem:**

* Because people are all different in their own ways, it is not possible to manage and coach everybody the same and get the same results. It is important to know what personalities you are dealing with, to be able to adapt to those personalities.   
    
  Preferences are a mix of personalities and the experiences that that person had in their lives. That is why you need to know what the person loves to do. That way you can create an connection between what they love and what they need to do.  
    
  **The only true way to be able to let people finish projects on time and with quality, is by making them want to do that.**

**Sub question:**

* The design of Asana is a sort of hub for a team to organize the project, keep track of tasks and progress, have conversations and keep project files like documents. All the features that Asana provide, are there and there is no customization.  
    
  Whereas Trello provides apps\*, that you can add to the project as you like. Because of this Trello is more versatile than Asana.

The way how projects are created and added in teams, is the same in Asana as in Trello. Every team can have multiple projects and members.

The design of Trello is simpler than that of Asana, so it is easier to keep track of what is happening.

**Because both tools are so similar in the features they provide, it is a personal preference which is more efficient to use. If you like a simpler design Trello is your pick, otherwise Asana is the way to go.**

\**premium feature*

Software:

To keep track off the progress of the subjects their projects, I need to work with a tool and with a worklog. I have worked multiple times with *Trello* to keep track of the project, but now I want to compare *Trello* with a similar production tool. Then I will know which one is more efficient to use for myself. The production tool I’ll be using this assignment is:

* Asana ( <https://asana.com/> )

As an extra way to keep track of the progress, I have made a work log for the subjects to fill their results of their work in daily. That way it is easily noticeable who doesn’t work enough. I have made the work logs with:

* Google Sheets ( [https://docs.google.com/spreadsheets/](https://docs.google.com/spreadsheets/u/0/) )

Too make *GitHub* more visualized and for many developers easier to work with, a program called *SourceTree* was used:

* SourceTree ( <https://www.sourcetreeapp.com/> )