Game Project
Game Project

• Schedule
• Project management
• Game design
• Customer elicitation
Schedule

• Project meetings every Friday in Lab Slot

• Major deliverables:
  – Alpha
  – Beta – V1

• School visits (tentative)
  – Customer elicitation: 1st Week October
  – Alpha user test: 4 weeks from now
  – Beta user test: Last week of semester
Game Project

- Schedule
- Project management
- Game design
- Customer elicitation
Project management

- GitHub Wiki
- Work meetings (set times, post to trac)
- Friday meetings produce
  - Meeting notes
  - Status reports
  - Tickets
- Other team meetings produce meeting notes
- Individual accountability
  - Work logs (during week)
  - Individual status reports (due at start of class on Tuesday)
GitHub Wiki

– Each Team has a Game repository/wiki
– Rules for submission remain the same
– Wiki format is open, but can be established by Grutor
Project management

- GitHub Wiki
- **Work meetings (set times, post to wiki)**
- Friday meetings produce
  - Meeting notes
  - Status reports
  - Tickets
- Other team meetings produce meeting notes
- Individual accountability
  - Work logs (during week)
  - Individual status reports (due at start of class on Tuesday)
Doodle Suggestion

- Create a doodle poll for a typical week
- Find common times
- Post to schedule to wiki
- Set regular work meeting sessions
Project management

• GitHub Wiki
• Work meetings (set times, post to trac)
  • Friday meetings produce
    – Meeting notes
    – Status reports
    – Tickets – use GitHub Ticket System
• Other team meetings produce meeting notes
• Individual accountability
  – Work logs (during week)
  – Individual status reports (due at start of class on Tuesday)
Week 9 Meeting Notes
Tuesday, December 4

• We started by performing time profiling on our game. Everything looked good!
• We then created our survey for the kids on SurveyMonkey in preparation for the user test.
  – We've tried to get a mix of open-ended questions (which get the most valuable feedback) and radio button-based questions (which are good for evaluating overall performance).
• Student X spent a good chunk of time refactoring level functionality into a separate class. However, that task hasn't been too successful, so we're back at square 1 there.
  – We have decided that we will not refactor level in time for the code freeze. Our reasoning is that we need the game fully functional on Friday for the user test, so we may not have enough time to get a solution to this issue that is elegant enough to be consistent with the rest of our design.
• Now, we are at the point where we have to be putting final touches on the game. We don't want to add any major features. Rather, we want to make sure that what we have is as good as possible for the kids come Friday.
• Here's what we plan to finish up over the next week:
  – Student Y will finish up and implement the level 2 art. Everything should work just fine, but this is our first major test of art for multiple levels.
  – Student Y will attend the user test.
  – UML is up-to-date, which is awesome.
  – We will do use cases as a team this weekend.
• We are intentionally leaving our weekend workload empty so that we can make any last-minute changes from the kids' feedback.
• We will meet next on Thursday at 2:30-ish on Sprague 2nd floor so that we can make sure everything is in order for the user test on Friday.

Describes decisions, plans and rationale for them!
Doesn’t explain the problems with refactoring.
Status report

• Progress report
• Critique
• Risk analysis
• Major goals
• Task estimation, assignments
• Re-groom backlog

Work should be done in pairs, tickets should be issued
1. Progress in last week
   a. What were the tasks for last week?
   b. Which tasks were completed? Who did each task? How long was spent on each task? How does time spent compare to estimates?
   c. Which tasks were not completed? Why wasn’t each task completed? Who was assigned each task? How long was spent trying to accomplish each task? If the task still needs to be completed, when is it due, who will do it, and what will be done differently to ensure it is completed?

2. Critique your current product in terms of the following categories. Focus on the areas that have changed in the last week and the features at the front of your backlog. Identify any major weaknesses for each category.
   a. Usability
   b. Design
   c. Code
   d. Tests

3. What are the major risks at this point in the project? How will you address them?

4. What are the major goals for the following week or two? What tasks comprise each goal? Identify any bottleneck tasks.

5. Prioritize the tasks using function points and/or wall estimation. Set deadlines for high priority tasks that should be achievable in the next week. Assign them to team partners. Summarize the tasks and responsibilities below. (Attach a photo of your sticky notes if wall estimation is used.)

6. Re-groom your backlog. Show the new backlog below.
Project management

- Trac/git
- Work meetings (set times, post to trac)
- Friday meetings produce
  - Meeting notes
  - Status reports
  - Tickets
- Other team meetings produce meeting notes
- Individual accountability
  - Work logs (during week)
  - Individual status reports (due at start of class on Tuesday)
Project management

• Trac/git
• Work meetings (set times, post to trac)
• Tuesday meetings produce
  – Meeting notes
  – Status reports
  – Tickets
• Other team meetings produce meeting notes
• Individual accountability – Key Grade Element
  – Work logs (during week)
  – Individual status reports (due at start of class on Tuesday)
Individual accountability

• Work logs
• Weekly individual status report
### Michael's Work Log

Here, I will log the approximate time spent on projects for the course. All times are rounded to the nearest 15 minutes. Evidence of the work I’ve done will mostly be located (for now) on other pages on this wiki.

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Activity</th>
<th>Link to Work</th>
</tr>
</thead>
<tbody>
<tr>
<td>10/2</td>
<td>0:30</td>
<td>Team Meeting: Chose Educational Objective, Created Week 1 Goal Stack, Formed Preliminary Game Idea</td>
<td>WeekOneMeetingNotes, GoalStack</td>
</tr>
<tr>
<td>10/4</td>
<td>1:15</td>
<td>Team Meeting: Improved Game Idea, Assigned Tasks for the Week</td>
<td>WeekOneMeetingNotes</td>
</tr>
<tr>
<td>10/5</td>
<td>0:30</td>
<td>Researched Game Engines</td>
<td>ToolsAnalysis</td>
</tr>
<tr>
<td>10/6</td>
<td>0:15</td>
<td>Created and Updated Work Log</td>
<td>MichaelWorkLog</td>
</tr>
<tr>
<td>10/6</td>
<td>4:00</td>
<td>Researched and Tested Game Engines</td>
<td>ToolsAnalysis</td>
</tr>
<tr>
<td>10/7</td>
<td>0:30</td>
<td>Researched and Tested Game Engines</td>
<td>ToolsAnalysis</td>
</tr>
<tr>
<td>10/9</td>
<td>0:45</td>
<td>Team Meeting: Reviewed Completed Week 1 Deliverables, Prepared for UI/Concept Test</td>
<td>WeekOneMeetingNotes</td>
</tr>
<tr>
<td>10/9</td>
<td>1:00</td>
<td>Team Meeting (in class): Updated Goal Stack, Planned for Week 2</td>
<td>WeekTwoMeetingNotes</td>
</tr>
<tr>
<td>10/11</td>
<td>2:30</td>
<td>Set up Sparrow and Created Basic Prototype</td>
<td>Prototypes</td>
</tr>
<tr>
<td>10/13</td>
<td>2:30</td>
<td>Team Meeting: Discussed Prototyping and Developed Class Structure and UML Diagrams</td>
<td>WeekTwoMeetingNotes</td>
</tr>
<tr>
<td>10/18</td>
<td>1:15</td>
<td>Miscellany (in class): Did stand up review, evaluated progress, created first blog post on Plazza</td>
<td></td>
</tr>
<tr>
<td>10/24</td>
<td>3:15</td>
<td>Started Writing Header Files and Setting Up SVN, Got Preliminary View Objects for Organism</td>
<td></td>
</tr>
<tr>
<td>10/25</td>
<td>1:15</td>
<td>Miscellany (in class): Finished Up Blog Post, Did Troubleshooting of Joey’s Prototype</td>
<td></td>
</tr>
<tr>
<td>10/26</td>
<td>1:00</td>
<td>Team Meeting: Analyzed Player’s Goals, Prepped UI Prototype, Discussed Swipe</td>
<td>WeekFourMeetingNotes, UIPrototypeNotes</td>
</tr>
<tr>
<td>10/28</td>
<td>0:15</td>
<td>Updated Image on Blog Entry</td>
<td></td>
</tr>
<tr>
<td>11/1</td>
<td>1:30</td>
<td>Team Meeting and UI Prototype Walkthrough: Decided to abandon evolving behavior, distributed tasks for upcoming alpha</td>
<td>WeekFiveMeetingNotes,</td>
</tr>
</tbody>
</table>
1. How much time did you spend on cs121 in the last week?
2. What were your assigned tasks?
3. Which did you complete?
4. Which didn't you complete? Why?
Game Project

• Schedule
• Project management
• Game design
• Customer elicitation
Game Design

• Games
  – Look at prior games
  – Talk to grutors who worked on fractions last time
  – Talk to students/teachers about what is hard
  – Play with iPad games from ApStore
Game concept

• Define concrete learning objectives
• How will game achieve learning objective?
• Why will game be fun/engaging?
• Model game:
  – Story boards
  – Flow charts
  – User stories
  – Use cases
Customer elicitation

• Open-ended questions on
  – Students
  – Learning objectives

• Specific questions
  – How game will be used in curriculum
  – Logistical constraints
  – Etc.
The End of the Beginning

Trac feature