WELCOME to GDD 325

Your New Job

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Instructor

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    - TBA

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- Experience

  2013-   : University of Wisconsin - Stout

  2012-2013: Kihon Games

  2007-2012: Raytheon Missile Systems

  1997-2007: Texas A&M University – College Station

  1995-1997: Customer Development Corporation

  1994-1995: Caterpillar

  1990-1995: Bradley University

In Case of Emergency

- Locate the exit door
- Note the exit paths

- If the door cannot be located
  - it's too late
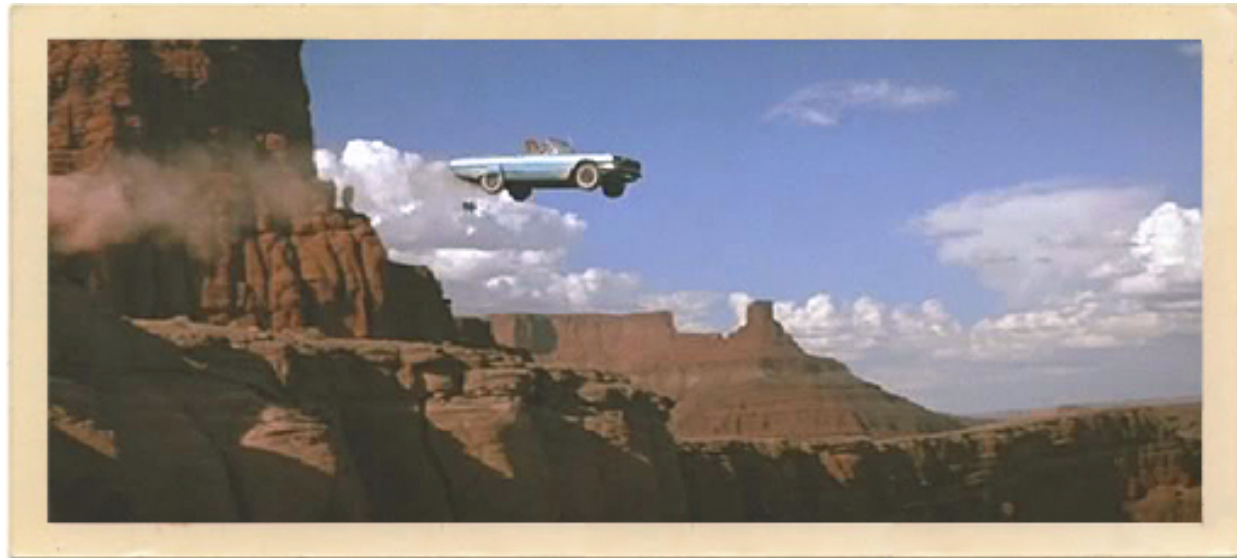
Welcome

- Welcome to Your New Job in

  2D Game Design and Development!

- Let's begin with an overview of what this job entails...

Company Vision Statement

- To **achieve greatness**

  and **affect the world** in a positive way

  through

  dedication, **commitment**,

  and **creative** construction

  of **meaningful games**

Employee Benefits

– Experience working for a Client

– Experience working as a Team

– Exercise Presentation Skills

– Become familiar with approaching design and development from a **System** Level **Perspective**

– plus much, much, more!

The Subtle Benefits

- This is about more than just making a game
  - You have an opportunity
    - learn to work as a member of a team in a professional manner

- You should practice and improve many of your 'soft' skills
  - Engaging and interacting with others
  - Evaluating your own work
    - Estimating time to completion
    - Professionally responding to criticism
  - Evaluating the work of others
    - Giving useful/constructive feedback to others
  - Managing workload (meeting deadlines)
    - Responding to dynamic change
    - Being accountable for what you say you will do (and when)
  - and more…

Retirement Plan

- None Available

  – HR is working hard to find more options

Work Ethic

- Take responsibility
  - for what you do
  - and for what you do not do

- Trust and Believe in yourself
  - so your teammates can too

- Never Lie, Never Cheat, Never Steal
  - Do not tolerate those who do
    - Elaboration, Collaboration, and Borrowing
      - can be acceptable

Vacation Days

- None
  - So don't get sick =)

- Missing class will result in a reduction of your evaluation score
  - Special consideration can be given
  - In the event you know you will be gone
    - Consult with management BEFORE being absent

Tools

- This lab

  - Plus
    - Whatever else a team agrees to use and has access to

Your Job Description

- Work on small independent assignments
  - very few in number

- Complete a game project for a client

Pay Scale

- ## You work for free
    - ### You volunteered for this

Work Evaluation

- You will be evaluated by
  - Your Instructors
  - Your Client
  - Your Peers

Assignments

- Individual Assignments will be given later
  - on a need-to-know basis
    - will include
      - personal webpage online
      - resume (available from your webpage)
      - written essay papers

- Most of your time will be on a Team Project
  - Designing and Developing a Game

Project General Setup

- Coding
  - HTML5
    - Canvas
  - JavaScript
  - CSS (Cascading Style Sheets)
    - try to keep these "minimally used"

- Artwork
  - PNG, JPEG, maybe GIF
    - Background Images, Sprites, Sprite sheets, Textures…
    - Transparent and/or layered images may be needed

Project Target Platforms

- Default: Firefox
  - Desired: Firefox, Chrome, Safari, IE
  - Bonus: Mobile Device Versions of those Browsers

- Check with client for what is Needed

General Work and Project Info

- Client based game
  - You will be assigned a team, and your team will be assigned a client

- The project is typically
  - A 2D environment
  - Educational (serious) in Nature
    - A game with a purpose beyond the game itself
      - So always consider
        - How and why will it be educational?
   - How will you test the educational aspects?

Implicit Product Requirements

- Your client project MUST work online
  - It MUST BE tested online
  - It MUST BE released online
  - Each team will be expected to solve this 'problem'
    - Solution must be instructor approved

- Version control
  - Decision on how is the team's responsibility
    - System must be instructor approved

So Who's in Charge?

- Clients have the Game Project Vision

- Student Teams
  - Design and Develop the game
  - Following the guiding vision of the client

- Course Instructors have
  - Final say on everything
  - Control of process

Organizational Chart

Client	Client	GDD Instructors	Client	Client

Team 1	Team 2		Team 3	Team 4

Students
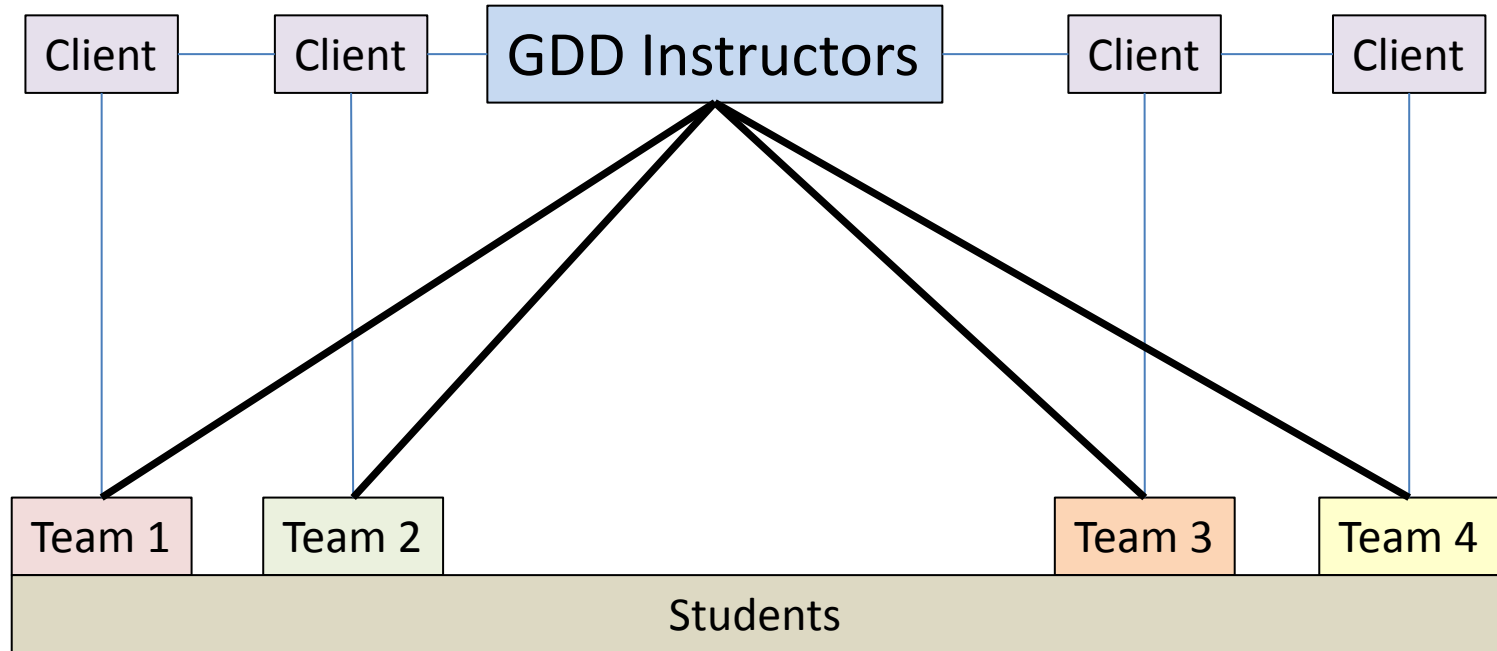
General Work Schedule/Deadlines

- Project work will be divided into Sprints
  - Sprints are 1 to 3 weeks in duration
  - Usually ending on Mondays

- BUT
- EVERY WEEK
  - Meet with your client

- AND
- Every Sunday
  - Have a working build

Near Future: Tentative Schedule

class 2	**Self-Presentation**
	Professional, about 3 minutes
class 3	**Pitch-It Assignment**
	Individuals create and turn in an Inception Doc on an Assigned Game
class 8	Paired **Prototype**
	Each of you will have been paired with someone
	Each team will have been given two game options and selected <u>one</u>.
	The team creates a mockup <u>and</u> prototype
	and a presentation, plus evaluations on each other. All due on this date
class 8	Also on this day: Teams and clients should be announced

CAUTION: Actual dates will vary from semester to semester
and the paired prototype may range from class 7 to 9

Point to Note

- ## Homework:
  - ## Next Class have a presentation on yourself
    - circa 3 minutes, Focus on:
      - Why should someone want to work with you/hire you
        - » what have you done
        - » what do you like doing/good at doing

    - Turn in PowerPoint to D2L dropbox <u>before</u> class
      - also bring laptop to class with presentation on it
      - MAC users note the need for video converter to plug into projector

    - See D2L Assignments folder and files for more details

Note on Grading

- To encourage Active Participation in Teams
- You will have 2 grades
  - Team(s) Grade
    - The general/overall grade for the team product(s)

  - Individual Grade
    - The individual's contribution/effort/… to make the team product(s)
    - Includes peer evaluations
    - Also receives a small bump upwards from the individual based assignments (pitches, papers…)

ASIDE: It is unlikely but possible for every individual to score below the team's product grade… it's called a 'lucky' turn of circumstances/outcome of product.
The opposite is also possible and is called 'unlucky' – commonly caused by a bad presentation

Note on Grading

- At the end of the semester
  - if Individual Grade < Team Grade $\quad$ *Worked below the average of your team*
    - then Final Grade = Individual Grade

  - if Individual Grade >= Team Grade $\quad$ *Worked above the average of your team*
    - then Final Grade = average of (Individual and Team)

In sum
> *You want to over-achieve your teammates*
> *and they likewise…*

thus everybody works (tries hard)
> *and individuals do better AND team does better*

End Summary

- This will be the BEST JOB EVER
    - until gdd 450

- Make friends with ALL your classmates/coworkers

Questions?

- Beyond D2L
  - Examples and information
    can be found online at:
    - http://docdingle.com/teaching/gdd325/

    - *Continue to more stuff as needed*