

WELCOME to GDD 450

Your New Job



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Mathematics, Statistics and Computer Science
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Lyle

Instructor / Manager / Producer

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- Course Info: Check online D2L
 - Syllabus is also online

Sidetrack

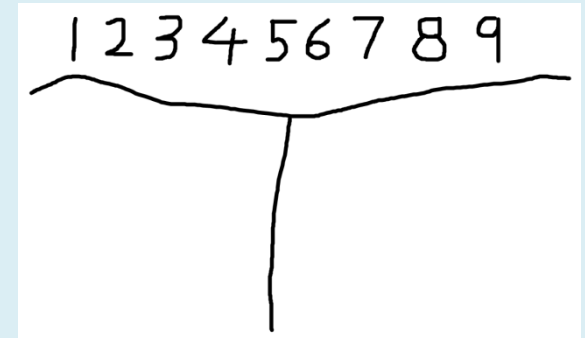
- Details to Follow
- But First A Brand New Game

Brand New Game

- Here's a game I did not create
 - and it really isn't brand new
 - **but it might be new to you**
 - *if it is not... let those who have not seen it enjoy it*
- 2 player game
- Goal:
 - Collect a set of three numbers that add to 15

Rules

- Setup
 - Write the numbers 1 through 9 at the top of a sheet of paper
 - Below that draw a line to divide the paper into 2 halves
 - one half for each player
 - Choose a player to go first
- Play Progression
 - on your turn
 - choose a number that has not yet been used
 - cross it off the list of numbers at the top
 - write it on your 'half' of the paper (to show it is yours)
- Resolution
 - if either player acquires a set of three numbers that add to 15 then that player wins
 - if all the numbers are used and neither player has such a set of three then the game is a draw



Moving On

- Try NOT to play that while we continue

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
3D 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 in **Game Design and Development**
 - Pitching, Prototyping, and Planning
 - Implementing
- 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 “job” 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, interacting, and communicating 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
 - Elaboration, Collaboration, and Borrowing
 - are usually 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
 - Pick tools appropriate for what you need to accomplish
 - and allow the task to complete ontime



Your Job Description

- Work on small independent assignments
 - very few in number
- Work on and Complete game design and development project(s)

Pay Scale

- You work for free
 - you volunteered didn't you?

Work Evaluation

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

Assignments

- Most of your time will be on a Team Project
 - Designing and Developing a Game
- In the background
 - Individual work also required
 - Personal Webpage, Portfolio, Resume...



Project General Setup

- Your choice of 'engine'
 - Unity
 - Unreal
 - In-House Designed
 - Other
- Team must agree in majority vote
 - Instructors will break any tie



Notice on Engines and Software

- You have been hired because you ALREADY have skills
- You are expected to USE AND GROW YOUR SKILLS
 - This includes learning how to best select and use tools to produce the specific product you are working to achieve
- Focus of class is not teaching tool use
 - You are a senior → trained in theory and practice
 - Learning a tool is applying what you know
 - That's the easy part
 - The hard parts are more about
 - how to make (good) choices
 - how to quickly (and correctly) adapt and overcome difficulties
 - how to communicate
 - how to manage stress, deadlines, working with others, time...
 - determining how and what actually must be done (and not done)

General Work and Project Info

- 3D environment
- Dynamic Team Structure
 - Teams of about 6 people each
 - Members will be selected by the instructors
- Games will be selected from student presented pitches
 - By the instructors and assigned to teams

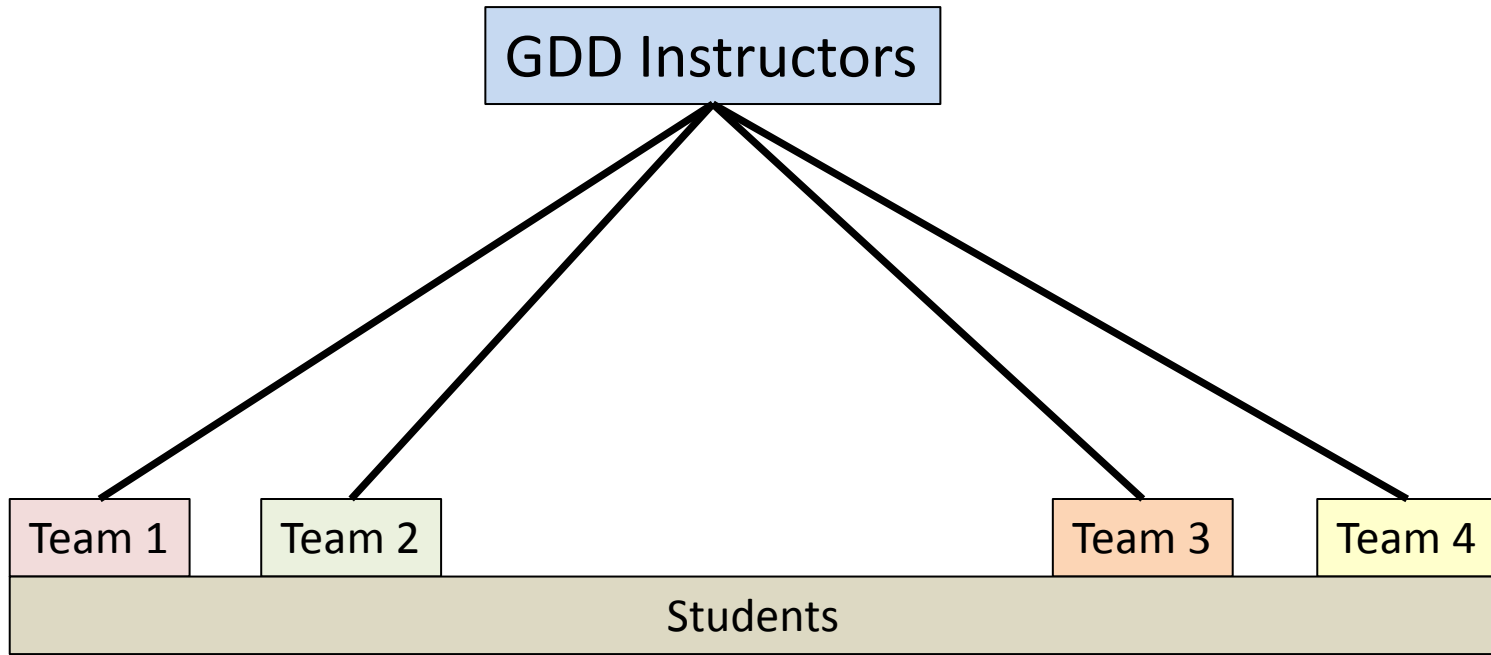
What Does 3D Mean?

- Make a 3D game
- Does it have to be “pure 3D”
 - Not necessarily
 - Be Creative
 - It should require and use 3D models
 - It should have objects moving in 3D space

Who's in Charge

- Course Instructor(s) have
 - Final say on everything
 - Control of process
- Student Teams
 - Design and Develop the game
 - Start with Dynamic Leadership
 - If you cannot get along or you function incorrectly
 - Your grade drops

Organizational Chart



General Work Schedule/Deadlines

- Project work will be divided into Sprints
 - Sprints are 2 to 3 weeks in duration
- BUT
- Every Sunday Night
 - Have a working build
- Test everything BEFORE committing

Near Future: Tentative Schedule

Sep 9	This Presentation
Sep 11	Self Presentations and Resume
Sep 14	Pitch Presentations and Inception Docs
	Prototype Teams Identified
	Top 6 to 12 presentations are identified Each of you is placed in a team of 2 to 4 people <i>Each team is given a game from the set of top pitches.</i> The team creates a mockup and prototype and a presentation, plus evaluations on each other.
Sep 21	Prototype – Video of Mockup
	Turn in video of mockup of prototype game (no presentations yet)

Main Project: Tentative Schedule

Sep 30	Prototype (<i>this is a Wednesday oddity</i>)
	Presentations , plus. Also : Main Teams should be announced.
Oct 2	Quiz 1 - Bring loose leaf paper and a pencil
Oct 5	S1 Team Rules (<i>part of Sprint 1, but due early</i>)
Oct 12	S1 Mockup due (<i>and video of</i>)
	May be asked to demo to instructor(s) in class
Oct 19	S1 Design Doc due (<i>includes art choices and selections, game mechanics...</i>)
Oct 26	Sprint 1 Ends
	In-Class Presentation plus stuff
	Peer Evals

Main Project: Tentative Schedule

Nov 16	Sprint 2 Ends Presentation , Game Demo (with mp4 video), Sounds , Evals , plus
Nov 23	Game Testing/Demos
Nov 25	11/25 to 11/29 Thanksgiving
Dec 7	Sprint 3 Ends Presentation , Game Demo (with mp4 video), Posters , Evals , plus
Dec 14	Last class day (<i>notice this is a Monday</i>) Think: BETA release version of game, plus anything else not already turned in...
	Check University Calendar for Final Exam Date

Project Action Points

- You will be assigned a team
 - Learn the names of your teammates
 - Set up reliable communication channels
 - Have contact information memorized
 - Understand that you may be held accountable for the actions of a teammate
 - Learn to moderate and help each other



Project: Additional Think-Abouts

- Be Creative and Different
 - This can get you into conferences
 - and win competitions
- Code Repository
 - Team must choose how to keep files organized and where
 - including naming conventions

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

Worked below the average of your team

- then Final Grade = Individual Grade

- if Individual Grade \geq Team Grade

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!!
- Make friends with ALL your classmates/coworkers

- Contemplate:

6	7	2
1	5	9
8	3	4

Questions?

- Beyond D2L
 - Examples and information can be found online at:
 - <http://docdingle.com/teaching/gdd450/>
- *Continue to more stuff as needed*