

Project Organization & Paper Prototyping

Topics

- Time Management
- Project Scope
- Planning
- Meeting time & Questions

Time Management

- Assumptions
 - full time students (5 classes)
 - groups of 3
 - 7 weeks until final project is due

Time Management

- Expectations
 - 8 hrs/wk per student is 48 person hrs
 - 3 hrs/wk for classes per student
 - assume 15 person hrs/wk
 - 7 weeks at 15 hrs/wk is 105 person hrs

Time Management

- You can do a lot in 105 hrs
- schedule...
 - Production and testing of paper prototype
 - Time to write and proof 2 reports
 - Production and testing of digital prototyping
 - Class presentation
 - Time to finalize your final system

Time Management

- Remember things never go as planned
 - Try to be proactive
 - Account for time required for learning
 - Determine what needs to be done
 - set meaningful & manageable goals

Scope

- Scope defines what is included in game
- Scoping a project is very difficult
- People are bad estimating time for tasks
- Promise little deliver a lot

Scope

- How to scope your project
 - Break your project down into features
 - Assign features to individuals
 - Individuals estimate time required and completion date
 - Double estimations
 - Be aware of things you don't know how to do, things take longer than you think

Scope

- Reflect
 - Do your time estimates fit within your schedule?
 - If you fall behind what features will get cut?
 - What features must absolutely be completed?

Planning

- You have a scope & know how to manage your time
 - Create a schedule
 - Determine contact avenues
 - Get to work!

Paper Prototyping

- Benefits
 - Quick
 - Early testing of ideas
 - Try different ideas
- Drawbacks
 - Not realtime
 - Hard to fake some functionality
 - Can't be tested by one person

Paper Prototyping in Games

- Some game designs will be easier to prototype than others
- Be creative with your testing, there isn't a 'correct' way to build it

Testing your Prototype

- It's not going to be perfect, focus on trying different ideas
- Don't change the prototype mid test, give it a fair try
- Analyse the prototype for problems within your game.

Questions

- Use the remaining time for arts & crafts.