

Project 2: Digital Prototype with Project Management (Team of 4)

15 pts

Key Dates & Deliverables:

- ❖ Session 3: Team Formation. Start design changelog. Select producer.
- ❖ Session 5:
 - High Level Design Document/Vision statement due. (1 per team.)
 - Presentation: Vision Doc & Product Backlogs (2 Minute presentation.)
 - Testable Paper Prototype (1 per team.)
- ❖ Session 6:
 - Product Backlog due. (1 per team.)
 - 2 minute in class presentation: Sprint Tasklist with estimates.
- ❖ Session 7: In-class playtesting (Playable version required)
 - Sprint Tasklist due. (1 per team.)
- ❖ Session 8: Project Due
 - Group Presentation (5 minute oral presentation to the class & teaching staff.)
 - Digital Game Prototype (1 per team)
 - Link to project web page due.
 - Web page includes clearly-labeled links to the Final Build and the build used for focus testing. Additional working builds, labeled with date, will enable instructors to better see your design iteration but are not required.
 - Individual Postmortems: Due. (1 per person)
 - Design Changelog: Due. (1 per team)
 - Focus Test Summary: Due. (1 per team)

Goal: Create a complete playable digital prototype in a short time frame, while integrating project management concepts into the team's process. Use previously-developed prototyping skills as part of a larger digital project.

Project Constraints:

- Single player game
- Game takes no more than 5 minutes to play through.
- Game uses randomization as a central element (e.g. maps, AIs, level, actions, etc.)
- Players can pick up & start playing the game with no external instructions.
- Game must be delivered as a browser game that runs on Chrome. (Teams should host the game & provide a URL for project submissions.)
- Meets minimal play & legal requirements listed in Appendix I.

Project Description: This is the first of 3 digital games created in class. The emphasis on this project is on getting something playable running, while learning how to organize and run a team working on a shared project. Your team may choose to use a previously created prototype as its

springboard, or create an entirely new prototype. You must include randomization as a core mechanic within your game. The randomization should enable every playthrough to be different. We chose this constraint to encourage teams to move away from creating static content, because static content (unique characters, artwork, hand designed puzzles, and single use items) takes a lot of time to create, is hard to iterate, and slows down design iteration.

Several project management documents (e.g. the product backlog) are required as submissions during this project. We will explain how to create them during the project management lectures. As with project 1, we also expect you to start and maintain a design changelog from the beginning of the project, and to submit the changelog with the final build.

Presentation/In Class Work Expectations:

Session 5: Very brief presentation of High Level Design Document/game vision and a current product backlog, showing how the backlog comes from the game vision and/or paper prototype. No visual aids other than the backlog/vision statement required!

Session 6: Very brief presentation of Sprint Tasklist, listing out remaining tasks to complete the prototype. No visual aids other than the Tasklist required!

Session 7: Must have a playable build and testing goal/plan ready for the test session.

Session 8: 5 minute Postmortem Presentation to the class & teaching staff during class. Presentation should reflect on what went right, what went wrong, what the group learned while working on the project, and what they will do differently to improve their process on the next project.

Appendix 1: Playable Prototype Requirements

For Testing Sessions:

- User is able to start a new game.
- Clearly indicates to a user when a game is in progress.
- Allows the user to play all the way through the game.
- Clearly indicates to the user when a game is over.
- Clearly indicates the overall result of a game to the user: won/lost/other state
- If game can be paused, clearly indicates when game is paused.
- If game can be paused, it is clear how to toggle between paused and unpaused modes.
- Any game-breaking or play-destroying defect is documented for users.
- Runs in the Chrome web browser.

For Final Delivery:

Basic UI & Legal Requirements:

- Displays the name of the game on the title screen.
- Credits are present, listing the names of everyone who worked on the game. *(If your team accepts work from outside your team, they should be credited. Can be on the title screen!)*
- Displays all required legal screens, licenses, and copyright information.

Playability:

- User is able to start a new game.
- User is able to quit a game or close browser game window without crashing.
- Clearly indicates to a user when a game is in progress.
- Allows the user to play all the way through the game.
- Clearly indicates to the user when a game is over.
- Clearly indicates the overall result of a game to the user: won/lost/other state
- If game can be paused, clearly indicates when game is paused.
- If game can be paused, it is clear how to toggle between paused and unpaused modes.
- Any game-breaking defect is documented for users.
- Runs for at least one playthrough without crashing.
- Any serious defects are documented, so the users can avoid them.
- All features required for gameplay are in and working.

Appendix II: Focus Test Report

You will be expected to fill out & use the Focus Test summary during your in-class testing session.

Focus Test Report

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Project #_____

Team: _____

Test Date: _____

A. Pre Focus Test: Preparation

1. What is the goal of this focus test? What do you want to learn? (Question, data, etc.)

2. *Attach a copy of the testing survey, interview question list, observer sheet or other testing documentation used to gather & allow analysis of testing data. Could be a print out of a Google form.*

B. Post Focus Test: Observations & Intended Actions

1. Number of testers: _____ Who were they: _____

2. Summary of results (should be supported by data gathered by testing.)

3. Intended actions/changes to design:

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Fall 2013

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