GD430
The Game Development Team
[Onsite]

Course Description:

This course describes the various teams involved during game development. The roles and skills of the game designer, artist, programmer, tester and project manager are described.

Prerequisite(s) and/or Corequisite(s):

Prerequisite: GD330 Game Design Process

Credit hours: 4

Contact hours: 50 (30 Theory Hours, 20 Lab Hours)

SYLLABUS

Instructor: _____

Office hours: _____

Class hours: _____

MAJOR INSTRUCTIONAL AREAS

1. Historical Perspective
2. Concept Development
3. Game Proposal
4. Design Team
5. Programming Team
6. Art Team
7. Sound Team
8. Roles and Responsibilities of the Team
9. Team Management
10. Testing Team
11. Marketing, Business, and Legal Teams
12. Risk Mitigation
13. Production Plan

COURSE OBJECTIVES

1. Describe the evolution of game development teams from the 1980s to the present times.
2. Create a high concept.
3. Develop a high concept into a game proposal.
4. Propose a game concept.
5. Create a game design document (GDD).

6. Create a technical design document (TDD).
7. Create an art style guide.
8. Create a sound design document.
9. Create a staffing plan.
10. Create a project schedule.
11. Prepare a budget.
12. Perform a financial analysis.
13. Assess risks and develop contingency plans.
14. Assemble a production plan.

Related SCANS Objectives

1. Identify and rank tasks in the order of importance.
2. Develop and follow an effective, workable schedule based on accurate estimates of factors such as the order of importance of tasks, the time required for completion of tasks, and the time available for completion of tasks.
3. Calculate future budgetary needs based on projected costs and revenues and prepare a budget.
4. Assess the knowledge, skills, abilities, and potential of people and identify present and future workloads.
5. Select and analyze information and communicate the results by using oral, written, graphic, pictorial, or multimedia methods.
6. Use computers to acquire, organize, analyze, and communicate information.

TEACHING STRATEGIES

The class will use both lectures and discussions. Lectures are enhanced with in-class activities, and hands-on examples provide students the opportunity to apply learning from the lecture and textbook reading material. There are quizzes, Exercises, and labs to ensure that students understand the topics covered in the main lecture and the textbook. Students also need to complete a final exam.

Quizzes

Short quizzes will be administered at the beginning of each unit, to assess students' understanding and recall of material covered during the previous unit. Questions will be based on lectures and reading assignments.

Exercises and Labs

The components for the Game Proposal and Production Plan will be developed throughout the course via the Exercises and labs. The individual components will be assembled into a formal written plan in Unit 10 and will be followed by a presentation.

Final Exam

There is a final exam covering all the course objectives at the end of the entire course to test students.

COURSE RESOURCES

Student Textbook Package

- Hight, John, and Jeannie Novak. *Game Development Essentials: Game Project Management. NY: Thomson Delmar Learning, 2008.*

References and Resources

ITT Tech Virtual Library

Log on to the ITT Tech Virtual Library (http://www.library.itt-tech.edu/) to access online books, journals, and other reference resources selected to support ITT Tech curriculums.

- **General References**

  - **> Reference Resources> Project Management**

  - **> Program Links> Digital Entertainment and Game Design (DEGD)> Professional Organizations**

  - **> Program Links> Digital Entertainment and Game Design (DEGD)> Recommended Links**

    - **Gamasutra**

http://www.gamasutra.com/

This Web site contains news, articles, and events related to the art and science of creating games.

- **> Selected Textbooks>**

MG582 Team Building and Group Process

- **Books**

The following books are related to this course and are available through the ITT Tech Virtual Library

  - **NetLibrary>**

- Glen, Paul. *Leading Geeks: How to Manage and Lead People Who Deliver Technology. San Francisco, California: John Wiley & Sons, Inc. (US), 2003.*

- Other Resources

  - Web sites

    - Academy of Interactive Arts & Sciences

http://www.interactive.org/

The Academy of Interactive Arts & Sciences is a not-for-profit professional membership organization serving the entertainment software community. The Web site contains news and events related to the entertainment software industry.

    - Next Generation– Interactive Entertainment Today

http://www.next-gen.biz/

This Web site contains news, articles, and events related to the gaming industry.

    - Game Developer Magazine
      http://www.gdmag.com/homepage.htm

Game Developer Magazine is an online monthly publication that presents for professionals technical, how-to articles on creating hit games for the computer, the console, and the arcade.

  - Books

    - Charvat, Jason. *Project Management Methodologies: Selecting, Implementing, and Supporting Methodologies and Processes for Projects. John Wiley & Sons, 2003.*

Note: In addition to these resources, there is a wealth of information on game development and related topics in the textbook. The Resources section includes a sample list of books, news sites, organizations, and events.

All links to Web references outside of the virtual library are always subject to change without prior notice.

EVALUATION & GRADING

COURSE REQUIREMENTS

1. **Attendance and Participation**

   Regular attendance and participation are essential for satisfactory progress in this course.

2. **Completed Assignments**

   Each student is responsible for completing all assignments on time.

Evaluation Criteria Table

The final grade will be based on the following weighted categories:

CATEGORY	WEIGHT
Quizzes	10%
Exercises	35%
Lab	30%
Final Exam	25%
Total	**100%**

Grade Conversion Table

Final grades will be calculated from the percentages earned in class as follows:

Grade	Percentage	Credit
A	90-100%	4.0
B+	85-89%	3.5
B	80-84%	3.0
C+	75-79%	2.5
C	70-74%	2.0
D+	65-69%	1.5
D	60-64%	1.0
F	<60%	0.0

COURSE OUTLINE

Notes

- **Unit 1**: All the concepts will be covered in the class; therefore, the specified readings are merely for your reference.
- **For all units, except Unit 1**: It is recommended that you complete the readings before attending the class.

Unit #	Activities for the Unit

1–History of Game Project Management and Concept Development	• Content Covered
	  ○ Chapter 1, "History of Game Project Management," pp. 3- 22
	  ○ Chapter 2, "Concept Development," pp. 25-30
	• Exercise: 1
	• Lab: 1

2–Concept Development	• Content Covered ○ Chapter 2, "Concept Development," pp. 25-63 • Quiz: 1 • Exercise: 1 • Lab: 1

3–The Design Team	• Content Covered
	  ○ Chapter 3, "Game Design," pp. 67-102
	  ○ Chapter 6, "Production Plan," Chart on p. 163: Design responsibilities
	• Quiz: 1
	• Exercise: 1
	• Lab: 1

Unit #	Activities for the Unit

4–The Programming Team	• Content Covered
	  ○ Chapter 4, "Technical Design," pp. 105-133
	  ○ Chapter 6, "Production Plan," Chart on p. 163: Programming responsibilities
	• Quiz: 1
	• Exercise: 1
	• Lab: 1

5–The Art and Sound Design Team	• Content Covered ○ Chapter 5, "Art & Sound Design," pp. 137-157 • Quiz: 1 • Exercise: 1 • Lab: 1
6–Roles and Responsibilities of the Game Development Team	• Content Covered ○ Chapter 6, "Production Plan," pp. 161- 193 • Quiz: 1 • Exercise: 1 • Lab: 1
7–Team Management	• Content Covered ○ Chapter 7, "Team Management," pp. 197-219 • Quiz: 1

Unit #	Activities for the Unit
	• Exercise: 1 • Lab: 1
8–External Relationships	• Content Covered ○ Chapter 8, "External Relationships," pp. 223-244 • Quiz: 1 • Exercise: 1 • Lab: 1

9–Risk Mitigation	• Content Covered
	  ○ Chapter 9, "Putting It All Together," pp. 247-271
	  ○ Postmortem: Wideload Games' Stubbs the Zombie
	  http://gamasutra.com/features/20060811/seropian_01.shtml
	  ○ Indie Postmortem: Indigo Prophecy
	  http://gamasutra.com/features/20060620/cage_01.shtml
	• Quiz: 1
	• Exercise: 1
	• Lab: 1

10–The Production Plan	• Lab: 1
11–Review and Final Exam	• Review and Final Exam

