



# IGME 601: Game Development Processes

## Fall 2018 Course Schedule

Section 01 – Orange Hall 1370 TR 2 – 3:15pm

*This schedule is subject to change and is provided for convenience only. Please check myCourses frequently for official assignment descriptions and deadlines!  
Unless otherwise stated, all assignments are due by the start of class on the due date.*

Project Sprint	Week	Date	Related Readings	Individual Assignment Due	Project Deliverable Due	Lecture	In-class Activity
0 - Team Formation	1	T 8/28				Course overview & introductions	--
		R 8/30	<ul style="list-style-type: none"> <li>• <a href="#">The Game Production Handbook – Ch 1</a></li> <li>• <a href="#">Software development process</a></li> <li>• <a href="#">Introduction to agile and lean development</a></li> <li>• OpenUP: <a href="#">Overview</a> &amp; <a href="#">Details</a></li> </ul>	Syllabus quiz + test post in myCourses		Game production overview; Agile principles; Software process overview	--
	2	T 9/4	<ul style="list-style-type: none"> <li>• <a href="#">5 Team Stages</a> (or watch these videos: <a href="#">Forming &amp; Storming</a>, <a href="#">Norming to Performing</a>)</li> <li>• <a href="#">5 Dysfunctions</a></li> <li>• <a href="#">Roles, rights, and responsibilities</a></li> <li>• <a href="#">GPH – Ch. 2</a></li> <li>• <a href="#">Unconscious bias</a></li> </ul>			Team formation, roles, and communications	--
		R 9/6	<ul style="list-style-type: none"> <li>• <a href="#">ESA Essential Facts 2018</a></li> <li>• Deciding What to Make: A Greenlight Process for Commercial Indies (<a href="#">Video</a>, <a href="#">slides</a>, and <a href="#">article</a>)</li> <li>• <a href="#">Gender representation in video games</a></li> <li>• <a href="#">Racial diversity in video games</a></li> </ul>	Skills & team formation survey; Team formation exercise write-up (1 per mini-group)		Market Analysis; User considerations	--
1 - Inception A (Team formation & Vision)	3	T 9/11	<ul style="list-style-type: none"> <li>• <a href="#">GPH Ch. 7 (particularly 7.4)</a></li> <li>• <a href="#">GPH Ch. 9</a></li> </ul>			S1 kickoff; Brainstorming; Pre-pitch expectations	Team introductions & communications setup
		R 9/13	<ul style="list-style-type: none"> <li>• <a href="#">About version control, Git basics, &amp; GitHub cheatsheet</a></li> <li>• <a href="#">How to Give Kind Criticism, and Avoid Being Critical</a></li> <li>• <a href="#">The Crit</a></li> </ul>	Emerging trends slide show	Slack setup	Version Control; Initial Pitch; Critiques	Team repository setup

Project Sprint	Week	Date	Related Readings	Individual Assignment Due	Project Deliverable Due	Lecture	In-class Activity
	4	T 9/18	<ul style="list-style-type: none"> <li>• <a href="#">Domain modeling</a></li> <li>• <a href="#">GPH Ch. 10.1-10.3</a></li> <li>• <a href="#">User stories</a></li> <li>• <a href="#">10 tips</a></li> <li>• <a href="#">User stories, epics &amp; themes</a></li> </ul>	User analysis white paper	Pre-pitch presentation files; GitHub setup	Domain modeling & Requirements (F vs. NF, US vs. AC)	Pre-pitches
		R 9/20	<p>There are a lot of good resources on Scrum. No need to read them all in detail.</p> <ul style="list-style-type: none"> <li>• <a href="#">Wikipedia: Scrum</a> (a decent overview)</li> <li>• <a href="#">Scrum reference card</a> (Key points)</li> <li>• <a href="#">The Scrum guide</a></li> <li>• <a href="#">Intro to Scrum presentation</a></li> <li>• <a href="#">Intro to Scrum slides targeted at game dev</a></li> <li>• <a href="#">Velocity</a></li> </ul>	Pre-pitch Critique		Scrum; Planning; User Story lifecycle; Definition of Done	--
5	T 9/25	n/a	Individual product backlog	Domain analysis; Market & user analysis; Initial pitch presentation files	--	Initial pitches	
2 - Inception B (Art/vision refinement, Architecture selection)	5	R 9/27	<p>Re: Architecture</p> <ul style="list-style-type: none"> <li>• <a href="#">What is software architecture?</a></li> <li>• <a href="#">Key Principles of Software Architecture</a></li> <li>• <a href="#">Software architecture &amp; Agile Approaches</a></li> </ul> <p>Re: Design Documentation</p> <ul style="list-style-type: none"> <li>• <a href="#">GPH Ch. 10.4-10.6</a></li> <li>• <a href="#">Core practices for agile/lean documentation</a></li> <li>• <a href="#">How to write an effective design document</a></li> <li>• <a href="#">UML Overview</a></li> </ul>	S1 Pitch Critique	Initial product backlog	S2 kickoff; Architecture & Design; Documentation	--
			<ul style="list-style-type: none"> <li>• <a href="#">One page proposal</a></li> <li>• <a href="#">A killer one sheet</a></li> </ul>		S2 plans (Research spikes in Trello)	Risk analysis; Prototyping; The "Sell Sheet"	Elevator pitch practice (for

Project Sprint	Week	Date	Related Readings	Individual Assignment Due	Project Deliverable Due	Lecture	In-class Activity	
			<ul style="list-style-type: none"> <li><a href="#">GPH Ch. 9.3-9.5</a></li> <li><a href="#">GPH Ch. 10.7-10.10</a></li> </ul>				individual assignment points)	
		R 10/4	<b>*Career Fair* - I will be in class to meet with teams as needed. Otherwise, this is a free/team work day.</b>					
	7	T 10/9	<b>*No class*</b>					
		R 10/11	<b>*Class canceled*</b>					
8	T 10/16				Sprint 2 GitHub release (Sell sheet; Initial design document; Feasibility pitch presentation files)	--	Feasibility pitches	
3 – Elaboration A (Infrastructure Setup)	8	R 10/18	<ul style="list-style-type: none"> <li><a href="#">Acceptance criteria</a></li> <li><a href="#">INVEST Criteria</a></li> <li><a href="#">Backlog Refinement in Scrum</a></li> <li><a href="#">Cheat Sheet for Backlog Refinement</a></li> <li><a href="#">Planning Poker</a></li> <li><a href="#">Agile Estimating &amp; Planning: Planning Poker (video)</a></li> </ul>	S2 Feasibility Pitch Critique (due by 11:59pm)		S3 kickoff; Backlog refinement and estimation	S3 Planning	
	9	T 10/23	<ul style="list-style-type: none"> <li><a href="#">Types of tests</a></li> <li><a href="#">Unit testing</a></li> <li><a href="#">Test-driven development</a></li> <li><a href="#">GPH Ch. 15</a></li> <li><a href="#">Don't Waste Time on Code Reviews</a></li> <li><a href="#">Code Review Best Practices</a></li> <li><a href="#">Humanizing Peer Reviews</a></li> </ul>			S3 Plans	Code reviews & Testing; Peer evaluations	--
		R 10/25			Mid-project peer evaluations			Standup meetings with instructor & Project work
	10	T 10/30				Updated architecture/asset documentation; Code reviews; S3 test plan & results	S4 Kickoff	Project updates & demos; S4 planning
4 - Elaboration B (Proof of concept completion)	10	R 11/1	<ul style="list-style-type: none"> <li><a href="#">GPH Ch. 13</a></li> <li><a href="#">GPH Ch. 17</a></li> <li><a href="#">GPH Appendix A</a></li> <li><a href="#">Start, stop, &amp; continue</a></li> <li><a href="#">Agile retrospectives</a></li> </ul>	S3 Update & Demo Critique; Retrospectives prep (come with notes on the top	S4 plans	Retrospectives vs. Postmortems	Team retrospectives	

Project Sprint	Week	Date	Related Readings	Individual Assignment Due	Project Deliverable Due	Lecture	In-class Activity	
			<ul style="list-style-type: none"> <li><a href="#">A collection of game project postmortems to browse</a></li> </ul>	5-7 issues you'd like to address)				
	11	T 11/6			Retrospective Action Plan	Individual process research paper introduction	Standup meetings with instructor & Project work	
		R 11/8	<ul style="list-style-type: none"> <li><a href="#">GPH Ch. 4</a></li> <li><a href="#">GPH Ch. 5</a></li> <li><a href="#">GPH Ch. 24</a></li> </ul>	<a href="#">Research topic preferences survey</a>		Marketing; Business & legal concerns	Project work	
	12	T 11/13				Updated test plan	--	Cross-team testing; <b>GDAPS1 students visiting</b>
		R 11/15	<ul style="list-style-type: none"> <li><a href="#">GPH Ch. 19</a></li> <li><a href="#">GPH Ch. 20</a></li> </ul>				Ratings, localization, accessibility, ethical concerns, etc.	Project work
	13	T 11/20			Research project sources & outline	Prototype release; S4 test plan & results	--	Prototype demos & play testing
		R 11/22	<b>*No class*</b>					
5 - Transition	14	T 11/27	<ul style="list-style-type: none"> <li><a href="#">GPH Ch. 11</a></li> <li><a href="#">GPH Ch. 18</a></li> </ul>	S4 Demo Critique		Transition; Business plans; S5 kickoff	Standup meetings with instructor & Project work	
		R 11/29		Lightening talk slide	S5 Plans	Exam review & Course Wrap-up	Project work	
	15	T 12/4					--	Research lightening talks
		R 12/6				Final presentation files	--	Final presentations
	16	Monday 12/10	<b>*No class* - Last day of all Fall classes at RIT</b>		<b>11:59pm:</b> Final peer evaluations; S5 Final Presentation Critique; Process research papers; Discussion forums close	Final transition/business plan Project retrospective	<b>*No class* - Last day of all Fall classes at RIT</b>	
		Friday 12/14	<b>Final Exam: 1:30pm – 4:00pm in ORN-1370</b>					