

CIS 300

Introduction to Computer Game Design

<http://www.cis.cornell.edu/cis300/2005sp>
 Game Design & Development Teams
 Lecture 4
 Spring 2005

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Announcements

- **Catching up on reading assignments:**
 - Chapter 1 of R&A for Tuesday, and Chapter 2 for
 - Chapter 23 (pp313-327) of S&Z for Friday
- **New reading:**
<http://ctl.stanford.edu/Tomprof/postings/581.html>
- **Upcoming movie night:**
 - *The Videogame Revolution*
 - history & culture of games and modern gamer

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Overview

- Design and Development
- People in game design
- Team management

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Design

- What is *design*?
 - plan? blueprint?
 - act of creation?
- What is *game design*?
 - differences with other fields?
 - similarities with other fields?
- What is *computer game design*?
 - videogame
 - computer game
 - electronic game
- **Much more detail about design throughout CIS300!**

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Development

- **Game development:**
 - implement the plans from design
 - so...make the game
- **Factors to consider:**
 - money
 - resources
 - time
- **Planning for all of this?**
 - Borrow some Civil Engineering ...

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Construction Management

http://www.smartdraw.com/resources/examples/business/images/construction_gantt_full.gif



GANTT CHART
 Gantt charts can show the difference between the planned and actual duration of tasks to aid in the analysis of the project development process. Gantt charts can also show the cost associated with each task and the persons or departments responsible for each task.

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More People

- **Support and Quality Assurance:**
 - **Technical Support**
 - deals with hardware/software issues
 - **QA lead**
 - coordinates QA team
 - **QA technician**
 - documents bugs
 - tests code
 - **Playtester**
 - plays
 - reports bugs
- **Business:**
 - marketing
 - publicity
 - HR
 - and more...

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Aside: Entry Level Jobs?

- **Ways to break in:**
 - Interns and co-ops
 - Summer jobs as play testers
 - Modding community
- **Roles:**
 - Programmer
 - Artist
 - Producer

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Aside: Future Roles

- See SIGGRAPH 2004 Panel:
<http://www.siggraph.org/s2004/cfp/panels/topics.php?pageID=cfp%20#games>
- **Next generation consoles 10X more powerful:**
 - so, games and budgets get even bigger
 - too complex for current teams roles and sizes
- **Projections:**
 - more outsourcing/subcontracting?
 - focus on tool building and not design?
 - hybrid?

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Our Academic Model

- **The Clients:**
 - public open house
 - GDIAC web gallery
- **The Company:**
 - CIS300
 - course staff as owners
- **Our Interdisciplinary Team:**
 - Leader
 - Programmer(s)
 - Artist(s)
 - Writer(s)
 - Musician(s)
- **Designers are everyone!**
 - no field dominates the others
 - people must work together as **team**

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Team Skills

- **Group Dynamics:**
 - <http://ctl.stanford.edu/Tomprof/postings/581.html>
 - common processes all groups encounter
- **The gist:**
 - *forming*
 - *storming*
 - *norming*
 - *performing*
 - *adjourning*

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Norming and Storming

- **Forming:**
 - caution
 - excitement
 - formality
- **Storming:**
 - personalities (and quirks) arise
 - models of communication and working
 - possible conflicts
 - is conflict bad?
 - the art of the "I statement"

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Norming, Performing, Adjourning

- **Norming:**
 - conflict resolution
 - roles clarify
 - finding ways to work
- **Performing:**
 - energy spent on working, not fighting
 - trust, respect
 - industry: "self-directed work teams"
- **Adjourning:**
 - separation anxiety
 - sadness
 - saying good-bye...

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Effective Teams

The "Dazzling Dozen":

1. Clear mission
2. Informal atmosphere
3. Lots of discussion
4. Active listening
5. Trust and openness
6. Disagreement is OK
7. Criticism is issue oriented, never personal
8. Consensus is the norm
9. Effective leadership
10. Clarity of assignments
11. Shared values and norms of behavior
12. Commitment

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