Lecture 1:

Course Overview;
Development Process
CS/INFO 3152: Game Design

- Single semester long game project
  - Interdisciplinary teams of 5-6 people
  - Design is *entirely* up to you

- First 3-4 weeks are spent preparing
  - **Labs** to develop basic game concepts
  - **Design** activities to solidify your ideas
  - **Group** activities to help you collaborate

- Remainder of class spent on project
CS/INFO 3152: Game Design

• We provide a basic milestone schedule
• Today’s focus: the development process
• Deliverables every two weeks (after week 4)
• Details on course website:
  http://www.cs.cornell.edu/courses/cs3152

• Games demonstrated at Showcase
  • Like BOOM, open to the public
  • Public reaction is part of your grade
  • Submissions posted on the GDIAC website
Course Structure

- **Lectures**: Mondays, Wednesdays, Fridays
  - Of general design and development interest
  - Will include group activities to use the new room
  - Lecture notes posted on website (but incomplete!)

- **Communication Labs**: Tuesdays (usually)
  - Create documents and presentations
  - Satisfies the technical writing requirement
  - See schedule for exact dates
Course Structure

- **Game Labs**: First four Thursdays
  - Special labs for programming or design
  - Complete according to your project role
  - Only INFO has a choice; CS is programming only

- **Playtesting**: Tuesdays for major milestones
  - Submit a **playable** prototype every two weeks
  - Others will playtest your prototype in class
  - We will critique each other’s games
This course is a lot of work!

- Expect at least **10 hours/week** outside of class
  - Once the project “starts” in four weeks
  - Typically bare minimum to finish game
  - But if you do this, guaranteed at least a B

### Includes

- Time working on game
- Time writing documents
- Time meeting with group

### Does Not Include

- 5 days/week in class
- Time spent on readings
This course is a lot of work!

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  - Once the project “starts” in four weeks
  - Typically bare minimum to finish game
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**Introduction**

- Time working on game
- Time writing documents
- Time meeting with group
- 5 days/week in class
- Time spent on readings

If this is a problem, let us know immediately.
Project Groups

- This is a **group-oriented** course
  - 5-6 person teams of diverse talents
  - At least one $\geq 3110$ programmer
  - One character designer/artist
  - One user interface specialist

- Groups have been assigned by the staff
  - Taking your preferences into account
  - Groups **must** be in the same section
Game Requirements

- Must be unique with innovative gameplay
  - Avoid standard point & click adventures
  - But can take elements from other games
    - Example: platformer + something new

- Must be feasible in a semester
  - Avoid full-blown RPGs or real-time-strategy games
  - But can have basic elements of these games

- Must have a single player mode
Game Requirements

- Must develop in the game in **LibGDX**
  - Java-based cross platform engine
  - Has become very advanced, surpassing XNA
  - Can use any IDE, but only IntelliJ is supported
- Must develop a game for a **desktop PC/Mac**
  - Designing gameplay for mobile input is hard!
  - Subject of the advanced class, 4152
- See website for help and resources
Intellectual Property

- Your **group** retains all ownership
  - You can commercialize it later
  - You can make derivative works
  - Individual ownership is your responsibility

- But Cornell gets a non-exclusive license
  - Non-commercial use of final version submitted
  - We can post this version on our website
  - We claim no other rights to your game
Grading Policy

- Mixture of **group** and **individual** grades

- Group grades are same for all group members
  - Group game grade (25%)
  - Technical writing (20%)
  - Class presentations (5%)

- Individual grades distinguish group members
  - Individual game grade (25%)
  - Game Labs (20%)
  - Attendance (at demos) (5%)
# Game Grade

- **Group grade reflects the game quality**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Criteria</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Bug-free, Fun-to-play</td>
</tr>
<tr>
<td>B</td>
<td>Complete and playable</td>
</tr>
<tr>
<td>C</td>
<td>Complete but unplayable</td>
</tr>
<tr>
<td>D/F</td>
<td>Serious delinquencies</td>
</tr>
</tbody>
</table>

- **Individual grade represents contribution**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Criteria</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt; Group</td>
<td>Visionary, group MVP</td>
</tr>
<tr>
<td>= Group</td>
<td>Good attitude, hard worker</td>
</tr>
<tr>
<td>&lt; Group</td>
<td>Produce negative work</td>
</tr>
<tr>
<td>D/F</td>
<td>Abandon the group</td>
</tr>
</tbody>
</table>
ENGRC Grading

• You **must** enroll in ENGRC 3152 as well
  • No extra work; just what you do in discussion
  • New requirement by school of engineering

• All CS/INFO grades except the game and labs
  • Charter & Group Reports       (15%)
  • Course Documents            (75%)
  • Attendance & Presentations  (10%)

• Typically higher than course grade
Software Development

- **Design** process
  - Decide what game you want to make
  - Create a *specification* of your design

- **Development** process
  - Implement your specification
  - Test result to make sure it works

- **Release** (yeah!)
The Traditional Model

- Document extensively; design to specification
  - Design and documents done before coding starts
  - Development follows a specified project timeline
- A general software engineering model
  - Often called the *waterfall* model

Pre-Production ➔ Design ➔ Implement ➔ Test ➔ Release
Waterfall Model

Pre-Production → Design → Implement → Test → Release

Cannot start stage until previous step finished. **Result:** Lots of delays

What if you discover the game is not fun? **Result:** Start Over?
The Iterative Model

- Cannot evaluate game without playing it first
  - **Iterate**: Rethink design from intermediate results

- Should be playing 20% into development!
  - This requires *prototypes* (may be nondigital)
SCRUM & Agile Development

- Iterative model is called **agile development**
  - The most popular agile method is **SCRUM**

- **Key (but not only) idea: SCRUM sprint**
  - Focus on a small, but testable deliverable
  - 3-4 weeks in industry; 2 weeks in this class

- **Sprint Backlog**: features left to implement
  - Chosen to implement for this sprint
  - Re-evaluate features at end of every sprint
SCRUM Sprint

Product Backlog → Sprint Backlog → Feature Release

Features this Sprint → Features at the end
Milestones

- *Suggestions* for your sprint backlog
  - Flexible enough to handle set-backs
  - Can renegotiate if you get seriously behind

<table>
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<tr>
<th>Week</th>
<th>Milestone</th>
<th>Date</th>
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<tr>
<td>Week 5</td>
<td>Nondigital Prototype</td>
<td>2/21</td>
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<td>Week 7</td>
<td>Gameplay Prototype</td>
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<td>Week 9</td>
<td>Technical Prototype</td>
<td>3/19</td>
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<tr>
<td>Week 11</td>
<td>Alpha (Code Complete)</td>
<td>4/9</td>
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<tr>
<td>Week 13</td>
<td>Beta (Feature Complete)</td>
<td>4/23</td>
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<td>Week 15</td>
<td>Release (Balanced and Tested)</td>
<td>5/7</td>
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<tr>
<td>Week 16</td>
<td>GDIAC Showcase</td>
<td>5/18</td>
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Documentation

• Major part of the development process
  • Why course counts for technical writing
  • Ensures group is always on “same page”

• At every point of development
  • Pre-production: concept document, gameplay
  • Sprints: reports, architectural specification
  • Release: game manual, post-mortem

• Challenge is understanding your audience
Pre-Production Documentation

• **Concept Document**
  • Describes the basic idea behind your game
  • Communicate core vision without too many details
  • Focus of Communication Lab next week
  • **Audience**: a game publisher (to get funding)

• **Gameplay Specification**
  • Thorough overview of your gameplay
  • Include formal design elements shown in class
  • **May change as part of your sprints!**
  • **Audience**: new team members (hired later)
Sprint Documentation

- **Reports (every 2 weeks)**
  - Outlines the upcoming sprint (who does what)
  - Reflects on previous sprint (did you meet goals?)
  - Written as a *group document*
  - **Audience**: your game producer

- **CATME Reports**
  - Online tool for reporting your progress
  - Completed as *individuals*
  - Allows us to look for problems in group
Using CATME for Reports

![CATME SMARTER Teamwork](http://www.catme.org)

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<thead>
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<th>Team ID</th>
<th>Contrib. to Team</th>
<th>Interact w/ Team</th>
<th>Keeping on Track</th>
<th>Expect Quality</th>
<th>Adj Factor (w/ Self)</th>
<th>Adj Factor (w/o Self)</th>
<th>Note</th>
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<td>1.01</td>
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Detailed Specifications

• **Architecture Specification**
  • Outline of your software organization
  • Used to distribute tasks to programmers
  • **Audience**: team programmers

• **Design Specification**
  • Outline of your design vision
  • Also includes technical details of asset handling
  • Used for help designers work together
  • **Audience**: team designers
Detailed Specifications

- **Architecture Specification**
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- **Design Specification**
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  - **Audience**: team designers

Directed by the **Lead Programmer**

Directed by the **Lead Designer**
Release Documentation

• Game Manual
  • Concise description of gameplay
  • Instructions on how to play the game
  • Story, other material to improve the setting
  • Audience: your players

• Postmortem
  • Honest reassessment of what happened
  • What went right; what went wrong
  • Audience: yourself (for next time…)
Development Process Review

- **Pre-production**
  - Initial design
  - Concept Document
  - Gameplay Spec

- **Two-Week Sprints**
  - Playable prototypes
  - Reports
  - Arch/Design Spec

- **Release**
  - Public Showcase
  - Game Manual
  - Postmortem
## Semester Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Activity</th>
<th>Date</th>
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<tbody>
<tr>
<td>Week 1</td>
<td>Form Groups</td>
<td>1/27</td>
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<tr>
<td>Week 2</td>
<td>Team Workflow</td>
<td>2/3</td>
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<tr>
<td>Week 3</td>
<td>Initial Proposal</td>
<td>2/10</td>
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<tr>
<td>Week 4</td>
<td>Concept Document (Project Kickoff)</td>
<td>2/17</td>
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<tr>
<td></td>
<td><em>February Break</em></td>
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<tr>
<td>Week 5</td>
<td>Nondigital Prototype Milestone Proposals</td>
<td>2/21</td>
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<tr>
<td></td>
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<td>2/24</td>
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<tr>
<td>Week 6</td>
<td>Gameplay Specification</td>
<td>3/3</td>
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<tr>
<td>Week 7</td>
<td>Gameplay Prototype</td>
<td>3/5</td>
</tr>
<tr>
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<td>3/17</td>
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<tr>
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<td>3/28</td>
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<th>Week</th>
<th>Activity</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Document Revisions</td>
<td>3/31</td>
</tr>
<tr>
<td></td>
<td><em>Spring Break</em></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td><strong>Alpha Release</strong> (Code Complete)</td>
<td>4/9</td>
</tr>
<tr>
<td>12</td>
<td><strong>Game Manual</strong> (Draft based on Alpha)</td>
<td>4/21</td>
</tr>
<tr>
<td>13</td>
<td><strong>Beta Release</strong> (Feature Complete)</td>
<td>4/23</td>
</tr>
<tr>
<td>14</td>
<td><strong>Final Portfolio</strong></td>
<td>5/5</td>
</tr>
<tr>
<td>15</td>
<td><strong>Final Presentation</strong> (Balanced &amp; Tested)</td>
<td>5/7</td>
</tr>
<tr>
<td>16</td>
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**Introduction**