

## Course guide

### 804250 - P3VJ - Project III

**Last modified:** 20/07/2025

<b>Unit in charge:</b>	Image Processing and Multimedia Technology Centre	
<b>Teaching unit:</b>	804 - CITM - Image Processing and Multimedia Technology Centre.	
<b>Degree:</b>	BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Compulsory subject).	
<b>Academic year:</b> 2025	<b>ECTS Credits:</b> 6.0	<b>Languages:</b> Catalan, English

#### LECTURER

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<b>Coordinating lecturer:</b>	Martín, Mónica
<b>Others:</b>	Martín, Mónica Ripoll, Marc De Dios, Oriol Garrigó, Marc Stoyanov, Simon

#### TEACHING METHODOLOGY

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The teacher will take the role of a studio owner and will ask for an idea to be developed. The students, working as a production team, will split into departments and work in the lines of a realistic game studio.

Following the SCRUM methodology, the teacher will evaluate every sprint individually.

#### LEARNING OBJECTIVES OF THE SUBJECT

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- To recognise the concepts and procedures involved in managing video game creation projects.
- To demonstrate predisposition for active listening, both physical and mental, showing interest in the ideas and emotions of others.
- To apply instruments and techniques, both for generating ideas and management, in solving problems known differently and in creating opportunities in the field of video game design and development.
- To plan projects of casual video games, 2D video games and / or 3D video games, using project management tools as support.
- To make decisions about complex situations based on critical reflection, considering the ethical implications of actions.
- To collaborate effectively and responsibly as a member or leader of a team, in interdisciplinary contexts or not, considering the available resources.
- To identify biases, stereotypes and gender roles in their discipline and in the exercise of their profession.
- To collaborate with the main stakeholders and social, economic and environmental agents related to the activity of their professional field, identifying the needs, expectations and their involvement.

## STUDY LOAD

Type	Hours	Percentage
Guided activities	12,0	8.00
Hours large group	18,0	12.00
Self study	90,0	60.00
Hours medium group	30,0	20.00

**Total learning time:** 150 h

## CONTENTS

### Concept Discovery

**Description:**

First iteration on the technical documentation  
Getting the technology required ready  
First pass on the GDD

**Full-or-part-time:** 10h

Theory classes: 4h  
Self study : 6h

### Vertical Slice

**Description:**

First playable demo that test the basic technology needed.  
Gameplay test and GDD iteration.  
Testing the technology with biggest risks.

**Full-or-part-time:** 30h

Theory classes: 12h  
Self study : 18h

### Production Planning

**Description:**

Generation of all needed tasks for the development (backlog).  
Estimation of all the tasks.  
Risk management.

**Full-or-part-time:** 11h

Theory classes: 5h  
Self study : 6h

### Alpha 1

**Description:**

Creation of the first level of the game:

- Iteration in gameplay code / technology / UI
- Environment art / characters / animations
- Iteration in level design and player progression.

**Full-or-part-time:** 22h

Theory classes: 10h

Self study : 12h

### Alpha 2

**Description:**

Repeating the same process from Alpha 1 to create the second level of the game:

- Retrospective and process improvement.
- Backlog review.

**Full-or-part-time:** 22h

Theory classes: 10h

Self study : 12h

### Alpha 3

**Description:**

Repeating the same process from Alpha 1 to create the second level of the game:

- Retrospective and process improvement.
- Backlog review.
- Content creation for game last level.

**Full-or-part-time:** 22h

Theory classes: 10h

Self study : 12h

### Polish

**Description:**

Last improvement to the game:

- Art polish.
- Code optimizations.
- Tide up documentation.

**Full-or-part-time:** 17h

Theory classes: 5h

Self study : 12h



## Beta

### Description:

Follow a strict beta process:

- Stabilization rounds.
- Bug distribution.
- Continuous integration.

**Full-or-part-time:** 16h

Theory classes: 4h

Self study : 12h

## GRADING SYSTEM

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The subject is purely practical and will use an individualized evaluation per milestone:

Concept Discovery 5%

Vertical Slice 1 10%

Vertical Slice 2 10%

Alpha 1 10%

Alpha 2 10%

Alpha 3 10%

Beta 5%

Gold 30%

Actitud i Participació 10%

Irregular actions that may lead to a significant variation of the grade of one or more students constitute a fraudulent performance of an evaluation act. This action entails the descriptive grade of failure and a numerical grade of 0 for the ordinary global evaluation of the course, without the right to re-evaluation.

If the lecturers have indications of the use of AI tools not allowed in the evaluation tests, they may summon the students concerned to an oral test or a meeting to verify the authorship.

## BIBLIOGRAPHY

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### Basic:

- Keith, C. Agile game development with Scrum. Upper Saddle River: Addison-Wesley, 2010. ISBN 9780321618528.