

804250 - P3VJ - Project III

Coordinating unit:	804 - CITM - Image Processing and Multimedia Technology Centre	
Teaching unit:	804 - CITM - Image Processing and Multimedia Technology Centre	
Academic year:	2019	
Degree:	BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory) BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)	
ECTS credits:	6	Teaching languages: Catalan, Spanish, English

Teaching staff

Coordinator:	Pillosu González, Ricard
Others:	Belmonte Martínez, Pablo Ripoll Tarré, Marc

Degree competences to which the subject contributes

Specific:

- CEVJ 2. (ENG) Representar de forma esquemàtica i visual conceptes, idees i / o dades complexes a partir d'habilitats personals i referències externes, amb l'objectiu de transmetre atractiu, originalitat i creativitat.
- CEVJ 1. (ENG) Dissenyar les mecàniques, les regles, l'estructura, el guió i el concepte artístic d'un videojoc, maximitzant la immersió i els criteris de jugabilitat i balanceig per oferir la millor experiència d'usuari possible.
- CEVJ 5. (ENG) Utilizar lenguajes de programación, patrones algorítmicos, estructuras de datos, herramientas visuales de programación, motores de juego y librerías para el desarrollo y prototipado de videojuegos, de cualquier género y para cualquier plataforma y dispositivo móvil.
- CEVJ 6. (ENG) Analitzar, decidir i aplicar tècniques de programació gràfica, física, intel·ligència artificial, interacció, realitat augmentada i xarxes a un projecte de videojoc.
- CEVJ 8. (ENG) Dissenyar, modelar, texturitzar i animar objectes, personatges i escenes 2D i 3D per la seva inclusió en projectes digitals, seqüències audiovisuals i videojocs.
- CEVJ 13. (ENG) Implementar y gestionar proyectos de diseño y desarrollo de videojuego incluyendo la planificación, dirección, ejecución y su evaluación.

Teaching methodology

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

- Learn how to embark in the development of a 3D video game of mid-big size.
- Learn how to work in a extensive team divided by departments and coordinate with the rest.
- How to structure the development like a micro AAA studio.



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Study load

Total learning time: 150h	Hours large group:	18h	12.00%
	Hours medium group:	30h	20.00%
	Hours small group:	0h	0.00%
	Guided activities:	12h	8.00%
	Self study:	90h	60.00%

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Content

<p>Concept Discovery</p>	<p>Learning time: 10h Theory classes: 4h Self study : 6h</p>
<p>Description: First iteration on the technical documentation Getting the technology required ready First pass on the GDD</p>	
<p>Vertical Slice</p>	<p>Learning time: 30h Theory classes: 12h Self study : 18h</p>
<p>Description: First playable demo that test the basic technology needed. Gameplay test and GDD iteration. Testing the technology with biggest risks.</p>	
<p>Production Planning</p>	<p>Learning time: 5h Theory classes: 2h Self study : 3h</p>
<p>Description: Generation of all needed tasks for the development (backlog). Estimation of all the tasks. Risk management.</p>	
<p>Alpha 1</p>	<p>Learning time: 20h Theory classes: 8h Self study : 12h</p>
<p>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.</p>	

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Alpha 2	Learning time: 20h Theory classes: 8h Self study : 12h
Description: Repeating the same process from Alpha 1 to create the second level of the game: - Retrospective and process improvement. - Backlog review.	
Alpha 3	Learning time: 20h Theory classes: 8h Self study : 12h
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.	
Polish	Learning time: 10h Theory classes: 4h Self study : 6h
Description: Last improvement to the game: - Art polish. - Code optimizations. - Tide up documentation.	
Beta	Learning time: 10h Theory classes: 4h Self study : 6h
Description: Follow a strict beta process: - Stabilization rounds. - Bug distribution. - Continuous integration.	

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Qualification system

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

Concept Discovery 10%

Vertical Slice 1 10%

Vertical Slice 2 10%

Production Planning 5%

Alpha 1 10%

Alpha 2 10%

Alpha 3 10%

Polish 5%

Beta 10%

Gold 20%

Bibliography

Basic:

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