

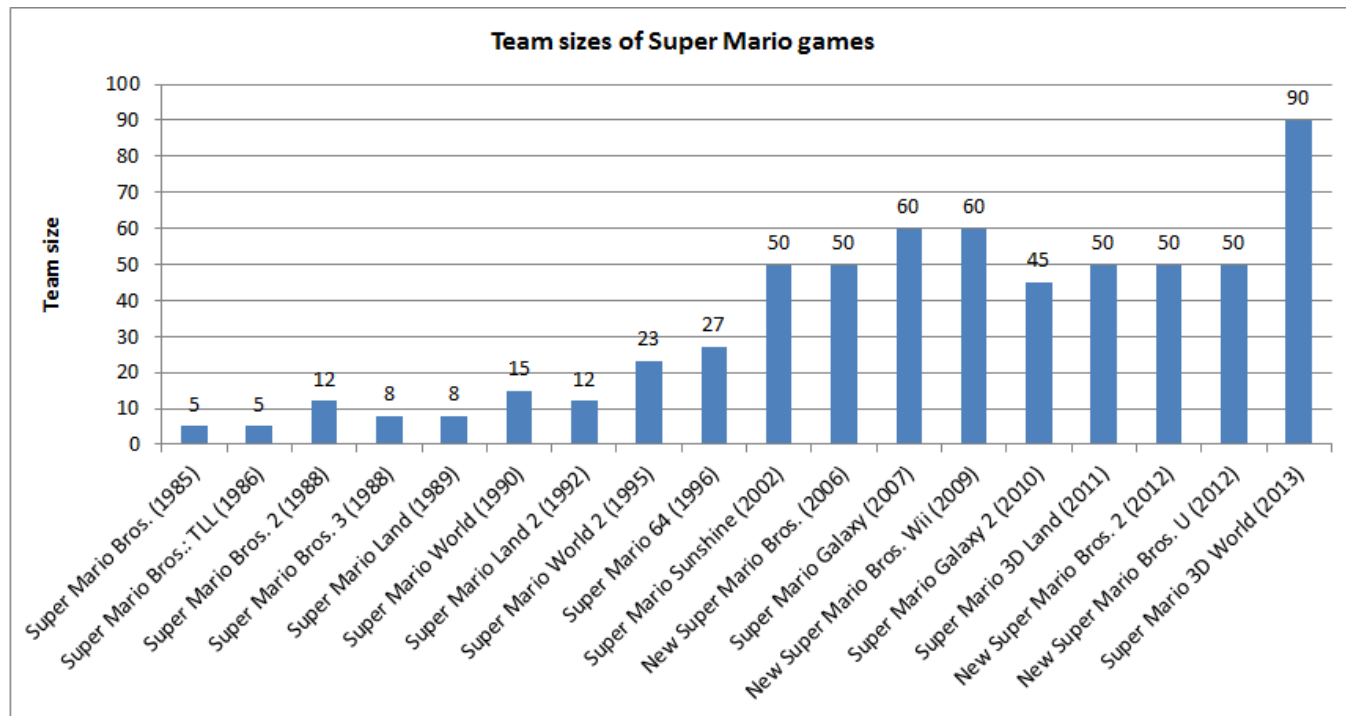
Computer Games Laboratory

Softskills



Softskills

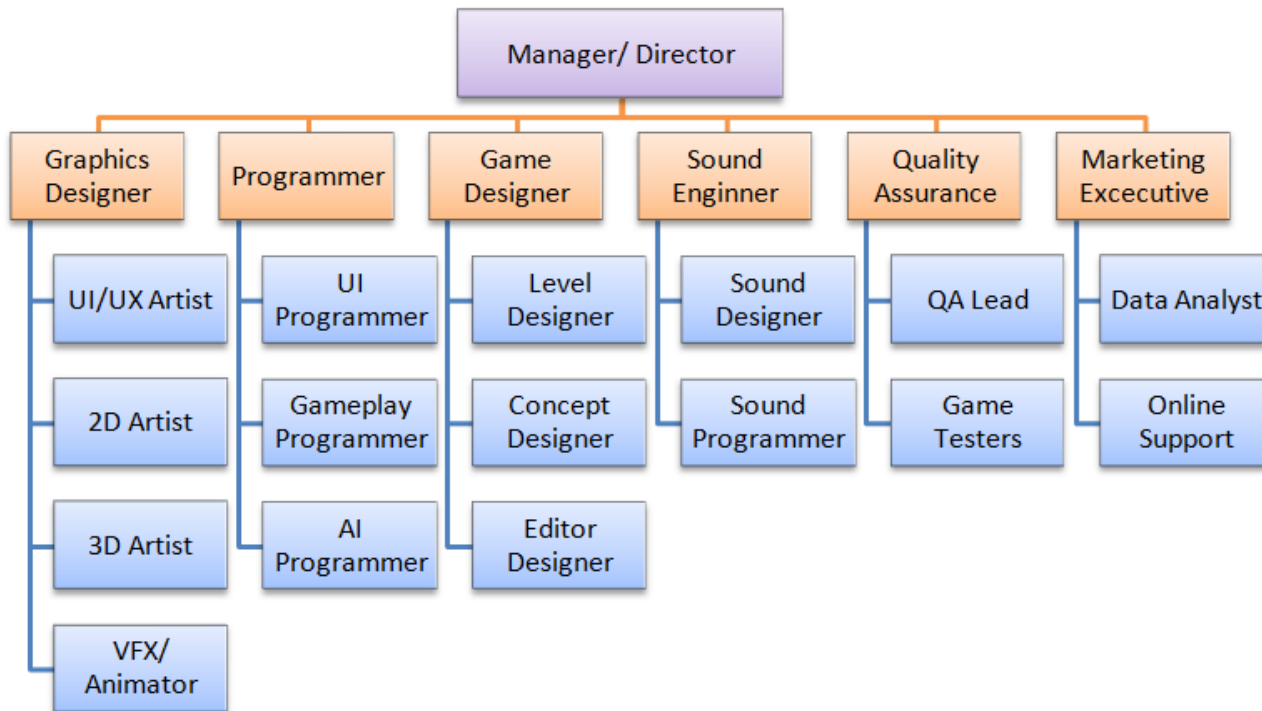
Making games means
working in teams



<https://www.neogaf.com/threads/breakdown-super-mario-dev-team-size-by-game.881510/>

Softskills

Team structure



<https://www.unity3dtechguru.com/2018/01/gdlc-game-development-life-cycle.html>

Meetings

Someone should lead the discussion, speak first

Structure the meeting, have an agenda, don't waste time

Have a goal to focus the discussion

Be prepared and contribute

Let everyone speak

Accept other opinions, don't be personal, try to persuade

At the end: review the discussion, summarize the outcomes

Communication

Technical stuff can be taught, soft skills not so much

Even more difficult: Communication across disciplines

Proper communication can be difficult

- No single strategy works
- Each person is different



Humility and Honesty

Know what you don't know, be critical with yourself

Learn from criticism, don't become angry

Embrace people who do know

Ask for help, take feedback as a gift, share your opinions

Experience, Trust, and Negotiation

Learn to “classify” people, figure out their strengths and weaknesses

Learn to delegate

Don't expect something from someone who does not have the skills

Employ people for whatever they can do best; work with what you have

Be willing to compromise; aim for the best possible result



Questions?

Recap: Mutual Project Critiques

Every student gives individual feedback for every idea on the group's Wiki page

Answer at least these questions:

- What is your favourite aspect of the proposed game? Why?
- What is your least favourite aspect? Why?
- Which single change or addition would you suggest to most improve the game?

Consider the feedback when refining the game idea in Milestone #1

Due **2 days after meeting** for Milestone #0

Re-cap: Milestone #1

Integrate feedback from today and from the wiki (larger idea changes still possible!)

First project notebook chapter

- Description of refined game idea (text and visuals)
- Big Idea Bullseye and Technical Achievement
- Development schedule (layered task breakdown in targets and task timeline)
- Assessment

Game idea presentations (aim for 10 minutes)

→ See project structure document