GDD 325 Team Rules Assignment

Materials Due: September 28, 2015, 8:00 AM

Overview

Establish a constitution of sorts for your team. This must be an agreed upon document. In general your team must organize itself. The creation of this document should indicate that this organization has occurred. You may later use this document to remember what your team has agreed to. The document should be easy to read and understand. It may be updated later (version submitted on due-date is graded).

Details

As a Team Create a Team Rules Document. Minimally it must contain the following:

- Team Name and List of all team members and Titles (if any) assigned to people
  - Some possible options:
    - Story lead, Art lead, Asset manager, Programming lead, Audio lead (sound, music, voice), Schedule coordinator, Testing/Build manager, Marketing coordinator…
- Weekly team meeting times and locations agreed and written
  - also include times and places to meet with client *(2 team members available for these)*
- Contact methods established
  - phone numbers, email addresses…
- Team conflict rules
  - how will conflicts be resolved, who gets to break 'ties'...
- Tools/software to be used
  - programming libraries and/or frameworks
  - editing software: images, spritesheets, sound, code
- Source Control (version control)
  - what tools and locations are being used
    - artwork developed and game code must be stored safely and version controlled
- Naming Conventions
  - Files, folders, variable names, function names, code indentation…
    - Examples work well for this
- Test Manager and Build Manager identified
  - who tests the code/images/sounds designated to become the next official release
  - who controls the source control and makes the official builds to be turned in
- Video Specialist identified (cutscene, marketing, promotional material lead, or similar job specialist)
  - who creates the video capture(s) of your released builds
- Possible site to host your game online
  - may be hosted on a team member's personal website
- Nice to have also:
  - List of client "wants" and client "must haves"
  - List of game ideas/features that meet those "must haves" and "wants"

Turn-In

Turn in a PDF of your team rules document to the appropriate dropbox on D2L
Only one member of your team needs to do this, as there should be only one document