

446 – Team Project Phase 1: Team Information

The team assignment for this course will take up the bulk of your time, and also count for a large portion of your grade. This assignment is designed to help you get started with your team and layout a plan for the entire semester. Please be sure to AT LEAST cover the elements in the Directions portion of this assignment. You can also add additional sections that you feel are necessary in defining how your team will interact and work over the course of the semester.

Directions

To accomplish this lab, you will need to work with your team to create a blueprint for how you are going to handle the overarching team assignment. In particular, your team information document needs to contain the following sections:

1. Team name and team contact information – this section should contain all team members with associated contact information. All game studios also have a name. Take some time to create a name for your 'studio' for the semester.
2. Communication plan – how will your team communicate and collaborate throughout the semester? Will you meet once a week? Twice? Do you plan on using ANGEL to share ideas and files? A facebook group? Call one another on cell phones? This is a very important step that your entire team must agree upon.
3. Roles and responsibilities – in addition to the final game prototype, this course requires work in other areas. The other aspects of this team assignment include things such as a design document, a pitch presentation and more. Make sure you think about all these assignments as you assign roles and responsibilities to the team. The idea is to BALANCE the workload, and leverage each individual's strengths. The roles and responsibilities will also be tied to...
4. Project plan – the project plan is a high-level document outlining the major milestones of the project, and how your team plans to reach them. Please include ALL team project milestones (design document, pitch presentation, initial prototype, time for playtesting and iteration, final prototype). This does not have to be in Microsoft Project, but you can use Project if you'd like. Also, identify WHICH team member will be spearheading each effort towards a milestone.
5. Potential technologies – unlike assignments in other courses, your team should immediately determine what technology you would like to use and begin prototyping in that technology to make sure you can deliver a playable prototype at the end of the course. In this section, you should identify your primary platform of choice and WHY you think your team can complete a prototype using this platform by the end of the course. You also need to provide a secondary platform choice with information on why you think your team can complete a prototype using this platform.
6. Conflict – most teams will experience some form of conflict throughout the teaming process. It is YOUR JOB to determine how you will deal with conflict or team members that are not contributing to the project. If, at some point in the semester, you come to me to report a team member you feel is not performing, I will first come back to this assignment and read your conflict section, and act accordingly.

Possible Technologies or platforms to use

Console	Modding	Authoring
Little Big Planet (PS3)	Warcraft 3	Unreal (Epic)
Boom Blox (Wii)	Starcraft 1 & 2	Flash
	Mount & Blade	Java
	Team Fortress 2	C++
	Counter Strike: Source	Source (Valve)
	Torchlight	Wild Pockets
	Dragon Age	Mobile authoring environments
	Never Winter Nights 1 & 2	

Grading Rubric

Checklist	Possible Points	Points Scored
Provided a team name, all team members and associated contact information.	5	
Provided a communication plan, outlining how the team plans to communicate (the medium) as well as the frequency of communications anticipated.	5	
Identified each team member's role and associated responsibility in completing the team project.	5	
Provided a high-level project plan, identifying the how your team plans to prepare and deliver each assignment on time. Be sure to identify which team member will be primarily responsible for each milestone.	5	
Identified a primary and secondary platform or technology environment and associated justification on why you think your team can be successful using this technology.	5	
Identified a method for dealing with conflict within your team. This should include things like lack of participation, missing meetings, missing deadlines, etc.	5	
Total	30 pts	

Comments: