

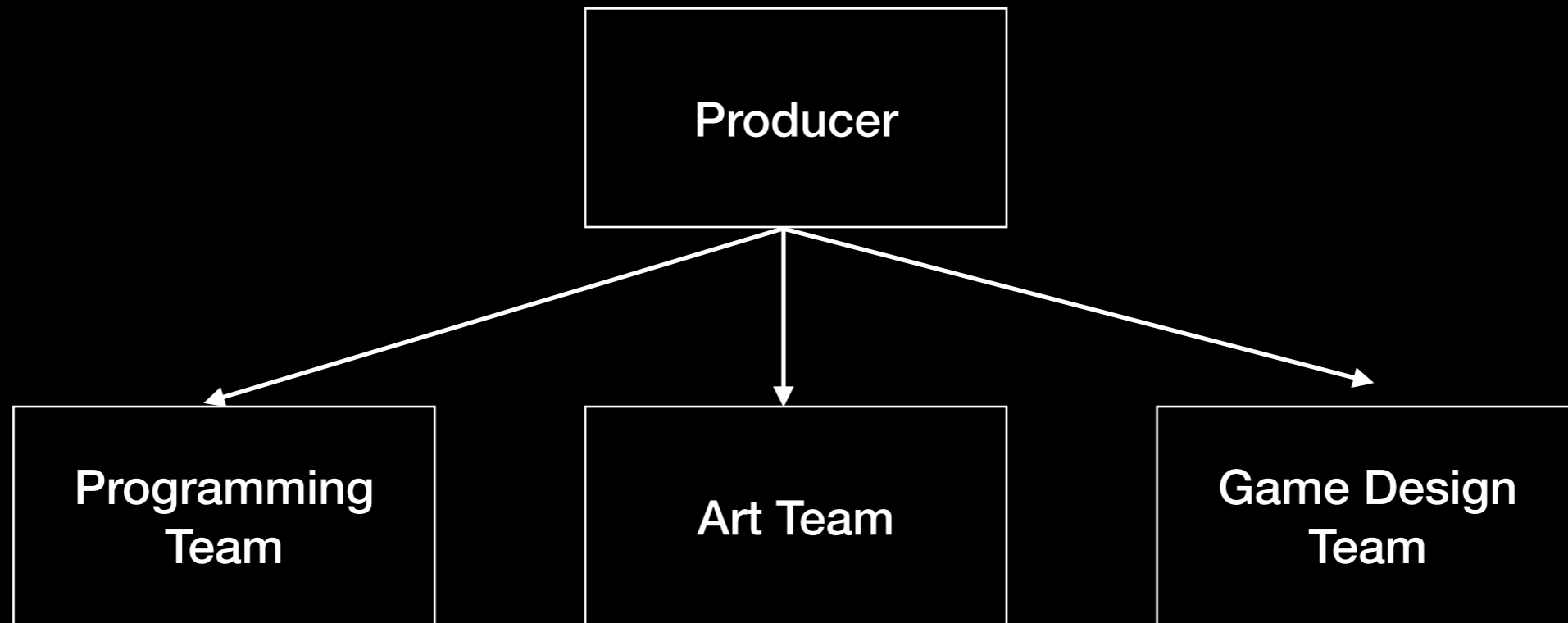
Production

How to manage schedule and play-test?

What is a producer?

What is a producer?

Hands-On Structure



**Example: Kojima Productions,
the studio that brought you home delivery simulator**

What is a producer?

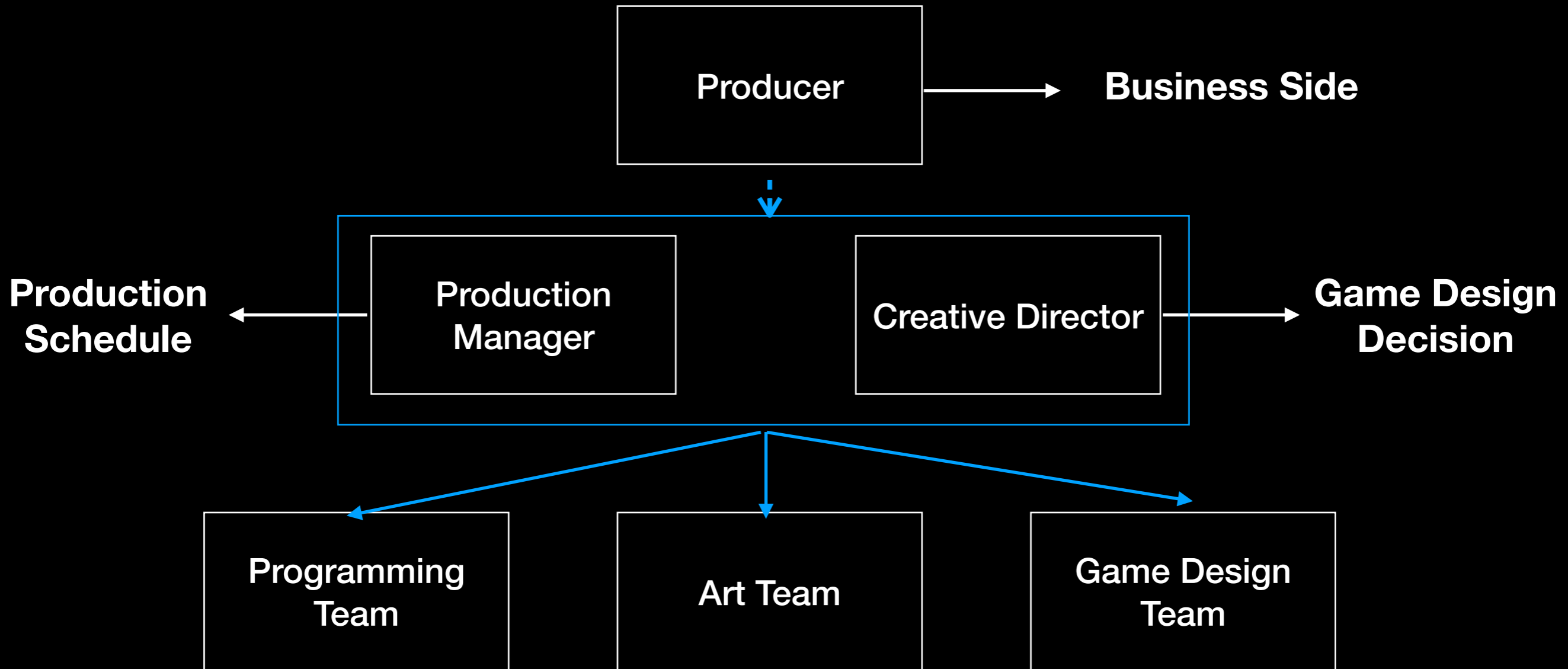
真·Hands-On Structure



Example: Indie Games
Toby Fox, Undertale
Stardew Valley

What is a producer?

3A Studio Structure



**Example: most 3A Games
God of War, etc**

**Production
Manager**

**Schedule Management
Team Management
Product Management**

Schedule Management

**Games always takes
longer than you think**

Programmer: “It will take me 2 hours”

PM: “Cool!”

PM(thinking): “This will take 4 hours”

Schedule Tips

- Trello
- Send out goals in Chat after each meeting
- Good Communication - ask member to describe back
- Set milestones - deadlines you have to met
- Always have last know good

Team Management

Leadership is the ability to let other people do the things you want to do for your willingly

Team Work Tips

- Motivation - make sure everyone is happy with their task
- Collaboration/Trust - hang out with teammates
- Conflict resolution - set pillars of a game
- Version control - Github

Github with Unity

- Add .gitignore file (google: Unity gitignore)
- Don't work in the same scene, or
- Make everything prefabs and only edit prefabs
- Don't put the game folder in google sync drive

Github Desktop

Basic

- Initialize a local repo: *git init*
- Clone a remote repo: *git clone url*
- Add changes to stage: *git add .*
- Show file status: *git status*
- Commit stuff in stage to repo: *git commit -m "comments"*

Branching

- Create a new branch: *git checkout -b branchname*
- Switch between branches: *git checkout branchname*
- See all branches: *git branch -a*
- Merge branch A into branch B: *(in branch B) git merge A*

Remote

- Push changes to remote repo: *git push*
- Push to remote repo branch: *git push original branchname*
- Pull changes from remote repo: *git pull*

Playtesting

Whether the game works

Whether the game is confusing or not

**Whether the game is fun or not
(or which part of the game is fun)**

Iterate, then playtest again

Playtesting

**“This is a test of my software
not a test of your ability”**

**Don't feel personal when play-testers
criticize your game**

Let your game teach the player, not you

Don'ts

Welcome to the beginning of the #quotes channel.



Joey 09/24/2019

"Tap the motherfucking ball, Adrian."

-Carter



If the player is having trouble, it's our fault.

Dos

- At what point do you feel frustrated?
- What do you like most about the game?
- Why did you do XXX?
- Did you notice XXX? If not, why not?
- What do you think you are suppose to do right now?

Dos

- How much time did you feel like you were playing for?
- Could you play the game again without looking at the rules/tutorial?
- Can you explain why the victorious player won?
- To what extent did you feel like you were in control of the outcome of the game? Why?
- Name the game you have played that is most similar to the game you playtested.

Questions?