Today

• Scrum/agile quiz #2
• From now to the end of the quarter
• Chaim on art direction
• Final teams (& maybe user forms)
• Brandon on team tool
• Noah on final design docs & storyboards
• Brief LucasArts visit
• All of you — feedback for next year
Quiz
1. (a) What is a task? (b) How do tasks relate to user stories?

2. What are the three questions each person answers during the daily scrum?

3. (a) What is a scrum board (task board)? (b) What are the rows, and what are the columns? (c) How are tasks represented on the task board?

4. (a) What is a sprint burndown chart? (b) What is the indicator of a sprint going bad (no accomplishing goals fast enough?)

5. What is a sprint review?
Rest of quarter
**Rest of quarter**

- Scrum boards for rest-of-term sprint (w/ tasks, task time estimates, burndown chart)
- Further prototyping — at least two more — nail core mechanics
- Storyboarding opening of game
- Final art style and other asset planning
- Design document that has specifics for what you plan to build (Fullerton outline)
- Team evaluations for sprint 1
- Final presentation to public (& practices)
Chaim
How to be an Art Director.
How to be an Art Director.
What should it look & feel like?
Reference material.
cfxr / sfxr
SimEverything
Your own personal universe

The complete history and future of life...

- Sculpt entire planets with a few quick clicks
- Create futuristic cities, starring end-space colonies
- Design your own unique environment. Then edit or be edited as you explore them in intelligence
- Probe alien cultures with advanced technology
- Dynamic content shapes your universe. Fresh, new content appears daily
- Enjoy exotic Córdoba with the spacetime tool
- Truth is stranger than fiction. Colonize the galaxy at realistic sublight velocities

... is in your hands
How do you want it?
Collect all the coins.

Nice Work!

Destroy everyone.

You died.

Touch to Continue.
Tools.
<Books>
  <Book ISBN="0553212419">
    <title>Sherlock Holmes: Complete Novels...</title>
    <author>Sir Arthur Conan Doyle</author>
  </Book>
  <Book ISBN="0743273567">
    <title>The Great Gatsby</title>
    <author>F. Scott Fitzgerald</author>
  </Book>
  <Book ISBN="048626976">
    <title>Undaunted Courage</title>
    <author>Stephen E. Ambrose</author>
  </Book>
  <Book ISBN="0743203178">
    <title>Nothing Like It In the World</title>
    <author>Stephen E. Ambrose</author>
  </Book>
</Books>
How to be an awesome designer / art-director...
Listen
Final teams
Final teams

• Please identify
• Answering questions
• Do you know your computers?
• Filling out trusted user forms
User forms
Brandon
Final design docs
Final design docs

• Each design document is expected to be ~8 pages per team member (8 ppl = ~64 pgs)
• Have different people write different parts, assign one or two people for editorial work
• The point is to *nail your design*
  • Everyone on the same page
  • You can start building with confidence
Final design docs

• You have already been making things that will be in the design doc:
  • Revised/expanded storyboards
  • Images and descriptions of prototypes
  • Samples of visual style
  • Elements of your pitch design document
Use the right tool for each job

A wall of text isn’t the best way to communicate how your menus work

Consider flowcharts, storyboards, etc — keep originals to revise

Illustration 1: Penumbra Screen Flow
Images also good for level designs

and you don’t need fancy tools to visualize levels
Two levels using arches
Two levels using mirrors
Design document

- Use the Fullerton outline as a starting point
- Can view this as “version 2” (pitch as “v1”)
- If you’ve been working with Business Design Competition, flesh out sections about audience and marketing (w/ help). Otherwise can skip
Storyboards
Storyboards

• For this course, storyboards will help you clarify how players begin playing your game
• This will help clarify why players are playing
• What teaches them how to play — what signals to try things, what feedback?
• What hooks them on the experience and keeps them playing?
Storyboards

• The images do not have to look pretty — though you can use storyboards to work out art style

• The idea is to work through the flow of potential sequences of actions

• What are the first things the player is asked to do? What happens with success or failure?

• Not asking for cutscenes
Creating storyboards

• Your prototypes should feed into your storyboards — they tell you what gameplay you want to introduce

• Start out with what sequences you need to show — one for each version of each major action at the game opening

• To create initial images, hand sketch, use GIMP, screenshot other games, or...

• Organize the images, caption them, refine
Brief look at Celtx?

(Could also use Powerpoint, etc)
Also think of sequence relationships

(from Jakub Linowski)
Show, discuss, and argue storyboards as a team

Works better than doing it with design doc
Feedback