Game of Research Methods - Team 2

Project portfolio

Team members:

- Dmitri Knjažev
- Rait Väiko
- Sven Erik Rebane
- Uyi Oghogho
- Andreas Fecher
- Robert Roos
- Gözde Keser

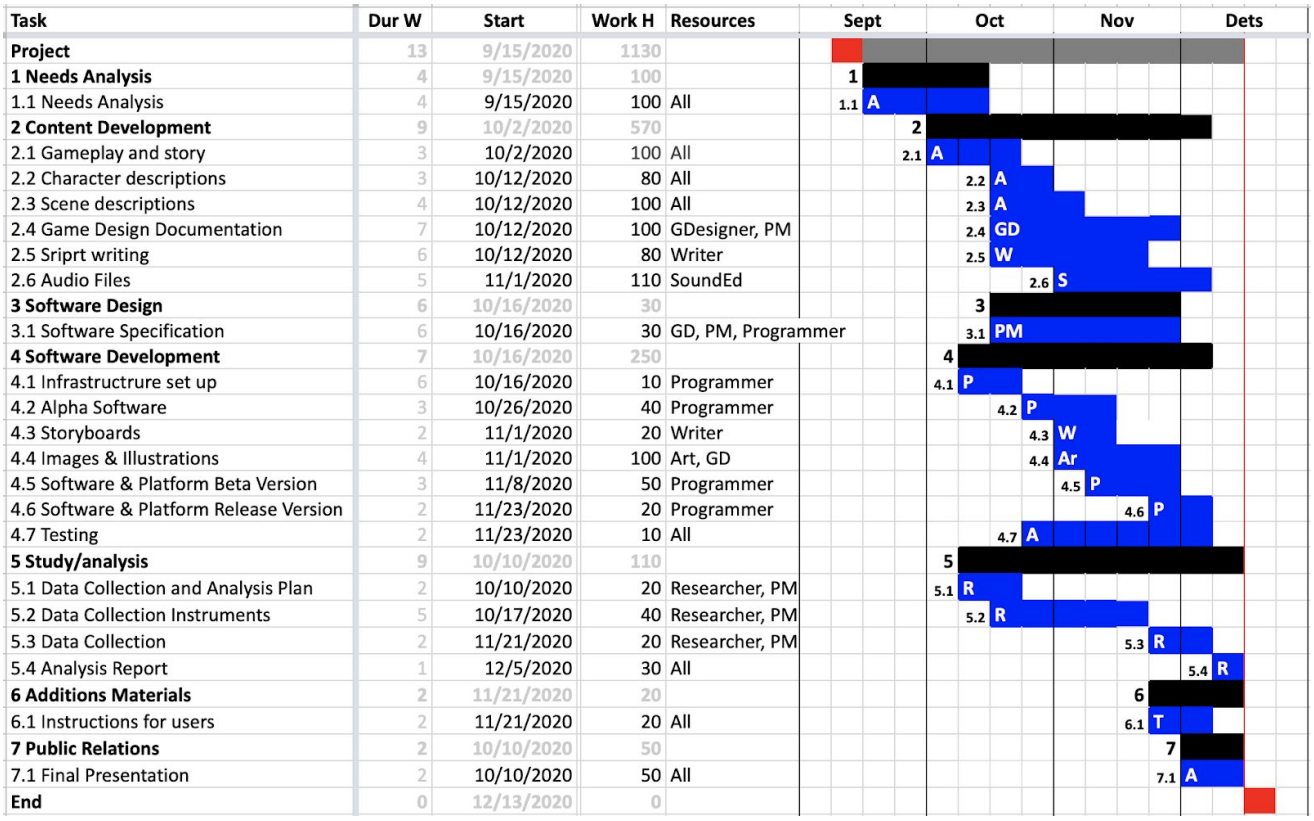
Introduction

The goal of the project is to create a prototype of a computer game that should teach the player to conduct ethnographic research. We placed the player in an unfamiliar environment: the city of dinosaurs, called Dinopolis and gamified some methods from ethnography: data collection, observation, participant observation, data representation etc. The player's goal is to interact with the dinosaurs to find a way back home from Dinopolis. In order to communicate with the locals, he has to use the methods from ethnographic research.

Project initial plan

The initial plan included a short period (one month) of analysis of the methodology and writing down the scenario of the game. We aimed to make a few iterations of the game version. We planned on ending the project in the middle of December.

Task	Dur W	Start	Work H	Resources
Project	13	9/15/2020	1130	
1 Needs Analysis	4	9/15/2020	100	
1.1 Needs Analysis	4	9/15/2020	100	All
2 Content Development	9	10/2/2020	570	
2.1 Gameplay and story	3	10/2/2020	100	All
2.2 Character descriptions	3	10/12/2020	80	All
2.3 Scene descriptions	4	10/12/2020	100	All
2.4 Game Design Documentation	7	10/12/2020	100	GDesigner, PM
2.5 Sriprt writing	6	10/12/2020	80	Writer
2.6 Audio Files	5	11/1/2020	110	SoundEd
3 Software Design	6	10/16/2020	30	
3.1 Software Specification	6	10/16/2020	30	GD, PM, Programmer
4 Software Development	7	10/16/2020	250	
4.1 Infrastructrure set up	6	10/16/2020	10	Programmer
4.2 Alpha Software	3	10/26/2020	40	Programmer
4.3 Storyboards	2	11/1/2020	20	Writer
4.4 Images & Illustrations	4	11/1/2020	100	Art, GD
4.5 Software & Platform Beta Version	3	11/8/2020	50	Programmer
4.6 Software & Platform Release Version	2	11/23/2020	20	Programmer
4.7 Testing	2	11/23/2020	10	All
5 Study/analysis	9	10/10/2020	110	
5.1 Data Collection and Analysis Plan	2	10/10/2020	20	Researcher, PM
5.2 Data Collection Instruments	5	10/17/2020	40	Researcher, PM
5.3 Data Collection	2	11/21/2020	20	Researcher, PM
5.4 Analysis Report	1	12/5/2020	30	All
6 Additions Materials	2	11/21/2020	20	
6.1 Instructions for users	2	11/21/2020	20	All
7 Public Relations	2	10/10/2020	50	
7.1 Final Presentation	2	10/10/2020	50	All
End	0	12/13/2020	0	



We agreed that there is a bulk of general tasks to be done by all the team members, so that everyone understood the context and the goal and results of the production:

1. needs analysis,
2.1 gameplay and story,
2.2 character description
2.3 scene description
4.7 testing
5.4 analysis report
6.1 instructions for users
7.1 final presentation

Other tasks were split between the team members in accordance with specialization in the micro team or individually.

Project Action Plan

First of all, we filled the questionnaire to find out the preferred communication channels. We agreed about the first meetings to write down the initial plan and split the responsibilities among the team members. The further doings included following aspects:

Communication

We used the Facebook group chat for written communication and google meet for video calling and screen sharing.

The synchronization meeting took place every week on Tuesday at 21:00. The meeting notes are available here: ELU Team 2 Doc - notes. The agenda of the meeting included demonstration of previously made tasks and planning the works for the next week. Meeting duration: 30 - 60 min.

Micro teams used the same channel of communication and reported the results on weekly synchronization meetings.

Production

Table below shows the division of work between the team members

Name / Role	Tasks
Dmitri Knjažev **Project Manager**	Administration of the project: meeting, presentations, documentation, planning. Took part in the game design process in the early stages of the project.
Rait Väiko **Artist**	Visual content creation. It was unable to start with the art unless the game design principles were clear enough to start working on the characters, background etc.
Sven Erik Rebane **Developer**	Programming. Software development was a bottleneck. Analysis of the requirements took too much time, and development started with a noticeable delay. Link to the repository: https://github.com/Swackles/Dinopolis Link to the proto: https://elu-dinopolis.herokuapp.com/
Uyi Oghogho **Researcher**	Collection and representing materials about the ethnography research. It was critical to follow the rules of ethnography research during the game design. Validation of the results during the testing of the final versions of the game.

Andreas Fecher **Writer**	Writing the script of the game in parallel with creating the game design. The aim was to write a consistent scenario that includes different aspects of the methodology. Furthermore, to help translate it into machine logic - described as actions-reaction functions.
Robert Roos **Designer**	Design tasks included both game design and visual design tasks. Output of the game design process is Game Design Document (link here). Output of the visual design tasks are the views of the game and UI elements.
Gözde Keser **Sound producer**	Dinopolis is featured with the sound effects and a soundtrack. Sound production took part in the latest stages of the game development process, when the first game versions were released and it was able to understand the mood of the game.

Media Coverage

The game is published on the TLU Digital Learning Games Page.

https://www.facebook.com/digitallearninggames/

Self - Reflection - Public

Dmitri Knjažev dknjazev@tlu.ee **PM**	I have gained my first experience in the field of managing game development processes. It was difficult to synchronize work of team members, who have very different backgrounds. I learned how important it is to establish communication between the team members, so that everyone understood what is their part of the job, and was able to do their part of the job independently, or in a micro team. I also learned how to parallelize work and manage the bottlenecks in production. It is very important to focus on creating the testable prototype.
Rait Väiko raitv1@tlu.ee **ART**	I learned what it is like working with a team and that if somebody falls behind on their assignment or doesn't know how to do something then it's good to have a reliable team to help you out. I became more experienced with photo-editing software like photoshop, also I had never made GIF's before and I learned how to make them, as well as sprite sheets. Difficulties were that we had to do all meetings online which in my opinion isn't as good as meeting face-to-face, another difficulty was to get the logic of the game set up, which took a lot of time and delayed the process of artwork and also programming. Overall, it was a really great experience and I definitely learned a lot from this project.
Sven Erik Rebane blob@tlu.ee **DEVELOPER**	It was a good learning experience for me. As I have worked with software development before, I have never worked in unity. So this project enabled me to learn quite a decent amount of it. The biggest downfall on my part was constant refactoring of code and the project itself. As I did not have prior experience I was forced to improvise a lot until I could figure out a better solution. This meant I wasted a lot of time on reworking what I had already done. This refactoring might seem as useless or unnecessary, but it was required to improve the development and generally how the game worked. To have less moving parts friction with each other and have some more general solution that's easier to implement.
Uyi Oghogho uyiogho@tlu.ee **RESEARCH**	This was a great learning experience for me. This project helped me to learn about the different stages involved in game design and development, as this was totally a new field for me, as well as learning what it really means working in a team. Also, about the general idea of the game and the research method chosen was quite new for me, and for the fact that this project really helped me to learn about ethnography studies and how important it is in customer/user experience in today's world was the greatest takeaway for me.
Andreas Fecher fecher@tlu.ee **TXT**	There are a multitude of things I learnt during this project: First of all, I had an opportunity to put together knowledge of different compartments - narrative, game mechanics, scientific methodology, machine logic - that I had used individually so far, as the process of game development requires to interlock all of these. That helped me to get a different point of view and approach to each of these fields. Especially in regards to the communication with other team members, I had to adjust the application of my skills (e.g. it is one thing

	to have a clear image of an interactive narrative in my mind, but another to communicate it in a way more akin to machine logic to communicate my vision to the programmer). Furthermore, I learnt that it would have been better to start the project on a smaller scaler: Instead of trying to create a full-fledged narrative with different scenes right from the start, a more effective approach would have been to start with a single scene and a simple game mechanism (while only having a basic idea of the overall narrative), and then add to that over time. That would have enabled the programming and art team to start working more concretely on the project much earlier and would probably have left more time at the end to create more content. Thus, I had the feeling that it took too long to actually get started on the program itself. Overall, the group experience was very good (much better than I had anticipated). Especially the weekly team meetings (sadly, only online due to the pandemic situation) helped to stay in contact with the other members as my task did not bring me in close contact with everyone individually. So it was hugely helpful to get an impression of how the project as a whole is advancing.
Robert Roos roosen@tlu.ee **DESIGN**	It was an interesting experience that I enjoyed. I had never worked on a project like that before and also the whole game development aspect was new to me. I improved my skill set in Adobe PS and Illustrator. It is definitely a valuable experience for me and I am happy with the final prototype. There were difficulties at times to stay on the same page as everyone because we all had different ideas but we managed to find a common idea in the end. (Formal and more detailed reflection can be found in the google classroom under LIFE Final Presentation, 1st assignment)
Gözde Keser gzdksr@tlu.ee **SOUND**	It was difficult to work on such a project during difficult period as the pandemic. Nevertheless, those of us who tried to bring both work and studies together have put forward a very successful job. Being a team that is understanding, constantly trying to stay in contact, has made our job quite easy. I think our project is satisfactory in visuals and content In a short time, we have come up with improvable game.