



TIME'S ROULETTE

2. SEMESTER PROJECT

Vision Statement:

Time's Roulette is an intense player experience where players embody cyborgs in a fast-paced and adrenaline-fueled shooter. Through fast movement, diverse weapons, and dynamic battles, players can immerse themselves in a state of pure excitement and action.

Information

- 🏠 Time's Roulette Website
- 📅 10 weeks project duration
- 🎮 First Person Online Multiplayer Arena-Shooter
- 💻 PC
- 🎯 Realistic
- ⚙️ Unity
- 👥 9 team members

Tools Used

Google Suite

e.g. Docs, Sheets, Slides

Project Management Tool

Trello + Discord

Miro

e.g. visualization

Project Management Method

hybrid (waterfall & agile)

Version Control Tool

Perforce

Production

◆ Milestone Presentation

Every two weeks

- ◆ prepare milestones presentations
- ◆ give a presentation to the project jury

◆ Project leadership

Project guidance and care for every individual

- ◆ documented meeting minutes to capture key decisions and action items for future follow-up.
- ◆ onboard the team on using Trello and manage the backlog.
- ◆ monitoring and managing project risks
- ◆ teaching the team Trello and using it for our project management.
- ◆ identify & solve problems
- ◆ in collaboration with leads set deadlines and key deliverables and monitor velocity towards these.
- ◆ 1 on 1 meetings to create a safe space
- ◆ planning the Project with a roadmap and a scope overview.
- ◆ host Sprint Plannings and Retrospectives to fit with our agile approach.

Lessons Learned

Lack of Creative Freedom for Game Designers

- ◆ **Problem:** Engineers insist on a shooter game, limiting our creativity as game designers.
- ◆ **Solution:** Half the team insisted on retaining the shooter theme, but we were assured that we could develop the single-player shooter concept as we envisioned.

Demanding/Overeager Team Lead

- ◆ **Problem:** Team Lead pressured for results in the concept phase, causing extreme stress and unrest.
- ◆ **Solution:** We elected a new Team Lead to alleviate the situation.

The Impact of a Single Decision

- ◆ **Problem:** Dispute over whether to focus on single-player or multiplayer. One engineer advocates for multiplayer only, causing team frustration.
- ◆ **Solution:** We held a critical meeting to decide between single-player and multiplayer, where ultimately I as a Game Design Lead & Producer was forced to do a decision. Since I wanted to maintain team cohesion I just said: Let's do Multiplayer then. Later I did learned and realized how much power I had in that specific decision.

Lack of Communication from a Graphic Designer

- ◆ **Problem:** A Graphic Designer was unwilling to discuss about tasks and do not provide estimations.
- ◆ **Solution:** I had to do self-research on his tasks from his coaching sheet he just send me without any commentary and had to estimate the story points myself.

Reassignment due to Task Delays

- ◆ **Problem:** A Graphic Designer exceeded on the agreed-upon time limit for an asset he wanted to create.
- ◆ **Solution:** I had to reassign the task to another graphic design team member.

Graphic Designer Working Ahead

- ◆ **Problem:** A Graphic Designer completed tasks before they were scheduled to begin and even did Weapons which were not even planned.
- ◆ **Solution:** That required had the Game designers had to catch up with the work. Which were really not ideal.

Decline in Attendance at Daily Standup Meetings

- ◆ **Problem:** Some Team Members lost interest in daily meetings throughout the Project and some did not even showed up at all.
- ◆ **Solution:** That required that I had to cancel the Daily meetings, transitioning to weekly sprint meetings only.