INFESTED

1. SEMESTER PROJECT

Vision Statement:

Infested is a 3D jump and run sidescroller with action elements. The game is about jumping on platforms and attacking enemies in arenas by using skills/abilities. In each level, you have to beat a specific number of enemies to get to the end of the level. By attacking an enemy directly, the player stuns them, can absorb them and can collect its essence. Essence is similar to life energy and can be used to restore the player's vitality. Our game world is located in a mystical forest. The enemies were mutated by an evil crystal that changed their biology.

Information

- Infested Website
- 10 weeks project duration
- 3D Jump and Run Sidescroller
- PC
- Hand Painted
- Godot Engine
- 7 team members

Tools Used

Google Suite
e.g. Docs, Sheets, Slides

Project Management Tool
Asana + Discord

Miro
e.g. visualization

Project Management Method
classic (waterfall)

Graphic Design Software
Paint 3D, Photoshop

Version Control Tool
TortoiseHg

Additional activities

Level Designer & Game Designer

- Created Sketches of each Level in combination Level Marks.
- Making the tutorial experience and environment.
- Design the gameplay experience and game loop, both core and additional.
- Collaborating with artists to steer onboarding asset creation.
- Iteratively design the sandbox environment of the Tutorial Level and the second Level.

Production

◆ **Meeting Moderation**
Prepared & Conducted all meetings during the project, e.g.
- ◆ organized and led team meetings throughout the project.
- ◆ documented meeting minutes to capture key decisions and action items for future follow-up.

◆ **Milestone Presentation**
Every two weeks
- ◆ prepare milestones presentations
- ◆ give a presentation to the project jury

◆ **Project & team leadership**
Project guidance and care for every individual
- ◆ identify & solve problems
- ◆ 1 on 1 meetings to create a safe space
- ◆ creating a team structure and appointing Leads to clarify responsibilities and spread the management workload
- ◆ planning the Project with a roadmap and a scope overview.

Lessions Learned

Team Management and Conflict Resolution
- ✦ **Problem**: A Graphic designer joined the team while already being in development. He tryed to become the team lead in the background, which was causing unrest.
- ✦ **Solution**: Since I wanted to stay avoid to change the whole Leadership, I regularly used the graphic designer as an Advisor to improve my own leadership. The Situation was resolved.

- ✦ **Problem**: I attempted to handle Production, Game Design & Level Design simultaneously, resulting in being quickly overwhelmed and underestimating production work.
- ✦ **Solution**: I learned to delegate tasks and focus primarily on Production, with Game Design as a secondary activity. Level Design was delegated to another team member.

Effective Decision Making:
- ✦ **Problem**: Game Design Lead procrastinates and doesn't contribute, particularly with level building.
- ✦ **Solution**: Issued reminders to the Game Design Lead, but when work remained incomplete, responsibilities were shifted and the level design was reassigned.

Learning from Production Issues:
- ✦ **Problem:** We used Asana for project management based on a programmer's request but lost relevance after the trial period ended.
- ✦ **Solution:** I learned not to blindly accept recommended production tools; instead, chose tools based on thorough research and understanding of what the project needs.

Adapting Project Management Techniques
- ✦ **Problem**: After Asana got abandoned, I solely relied on Discord and TortoiseHg history for the project management, resulting in inadequate project tracking.
- ✦ **Solution**: I learned that I have to do a more structured approach in future projects by managing tasks and milestones goals more effectively in sprints and sprint meetings.