



CROWD DIVER

3. SEMESTER PROJECT

Vision Statement:

Crowd Diver is an asymmetrical social detective stealth multiplayer game where you can immerse yourself in the role of the Seeker, tasked with protecting the city from impending evil. Alternatively, you can become the Monster, seeking to wreak destruction and eliminate targets disguised.

Information

- 🌐 Crowd Diver Website
- 🎮 Crowd Diver Steam Page
- 📅 10 weeks project duration
- 🔪 Social Detective Stealth Game
- 💻 PC
- 🎨 Stylized
- 🎮 Unreal Engine 5
- 👥 8 team members

Tools Used

Google Suite

e.g. Docs, Sheets, Slides

Project Management Tool

Trello

Miro

e.g. Visualization

Project Management Method

agile (SCRUM)

Graphic Design Software

Paint 3D, Photoshop

Version Control Tool

Perforce

Additional activities

Game Designer & Audio Designer

- ✦ Collaborate with game designers by guide them with bringing in my creativity and by providing them with very useful References
- ✦ Collaborate with artists to guide them on visualizing the environment
- ✦ Helping out the main Audio Designer by providing missing Sounds & Music.
- ✦ Finding audio for the ambient music & SFX.

Production

◆ Project leadership

Project guidance and care for every individual

- ✦ structure Risk Management
- ✦ onboard the team on using Trello and manage the backlog.
- ✦ identify & solve problems
- ✦ doing Daily Standup Meetings and Weekly Sprint Meetings as a foundation to structure our weekly plannings.
- ✦ tracking velocity, priority and progress by providing the right PowerUps for the Team Members in Trello.
- ✦ setting Deadlines and Key deliverables and tracking progression on those.
- ✦ managing scope and decision-making on cutting content.
- ✦ spearheading the Agile Process, Sprint Retrospectives and Plannings.
- ✦ 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.

Lessons Learned

Problem: Lack of Communication from GD Lead.

- ✦ **Description:** Initially, the GD Lead was not communicative enough, leading to myself as a Producer being uninformed about brief private meetings and corresponding game design discussions with other departments.
- ✦ **Solution:** Final feature discussions and coordination with GD Lead substitute were conducted to ensure alignment.

Problem: Premature Activation of Trello Premium Phase.

- ✦ **Description:** Trello Premium phase was accidentally activated too early by a team member.
- ✦ **Advantage:** More options available in the current pre-production phase.
- ✦ **Disadvantage:** No possibility to activate the overview table later in the crucial release phase.
- ✦ **Solution:** Trello team and all boards were recreated entirely, tasks were accurately transferred, and comments with screenshots were restored.

Problem: Using Trello in Free Mode.

- ✦ **Description:** Adapting the working method on Trello to feature packages.
- ✦ **Advantage:** Better allocation and overview.
- ✦ **Disadvantage:** Trello in Free Mode does not allow assigning tasks to specific team members or assigning story points in checklists.
- ✦ **Solution:** Discussion with team leads to include the name of the team member working on the task and story points in parentheses within the checklist task.