LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Begin to define the scope of your semester project and what platform you will use to build the game.
3	Student will: -Identify the business model commonly used in game development industries. -Within your team you will discuss the product value and business differences between major game platforms. -Describe the roles within a game studio and decide upon roles in your team. -List and describe quality control systems and/or practices common to the workplace.
2	Student will: Research common game company business models and describe the different roles in a game studio.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

This week you will choose your team for the semester project (3-5 members). Once you choose your team you will decide on roles for the project (below).

Team	Key Role	Key Accountabilities/Responsibilities
Project Management	Project manager (PM)	•Scope Management – define and scope all work. Proactively manage scope creep •Time Management – create and maintain a Project Schedule for entire life cycle. Ensure timely delivery of tasks & deliverables. •Cost Management – track, monitor, and control project costs to the budget. •Quality Management – ensure deliverables satisfies business requirements and quality standards. •Human Resource Management – effectively manage project resources. •Communication Management – ensure timely communication and collection of project progress and materials, including performance reporting •Risk Management – identify, analyze, and mitigate project risks. •Procurement Management – acquire goods and services from external sources
Product	Business Analysis (BA)	•Get with key stakeholders and Subject Matter Experts (SMEs) to gather requirements •Write business requirements and use cases •Work with development team to ensure technical design meets requirements •Perform and sign-off on User Acceptance Testing (UAT)
Development	Architect	• Translate business requirements and functional specifications into a technical architecture • Ensure scalability of the technical solution design • Design a technical solution with sound best practices architecture • Create Detailed Design document • Create Technical Specifications
Development	Developer	•Solution design •Manage the Development of the solution •Development & Unit Testing •Bug Fixes
QA	Quality Assurance (QA)	• Define quality standards • Develop test plan, test specifications, and test scripts • Perform functional, system, regression, and user acceptance testing • Defect tracking and reporting
DBA	Database Administrator	• Database capacity planning • Database Design • Database implementation • Data backup and recovery planning and implementation • Data security

Monday: Brainstorm game ideas for your project, choose a game development platform. Fill out the spreadsheet on Office 365 outlining your roles and group name.

Tuesday: Fill out the project charter (get from mrskirk.com) and finalize game ideas. Begin concept art, basic sketches, and designing how you want the game to look.

Wed-Thursday:

Research Video Game Business Models

Use the below websites to get you started on the different game development business models.

Look into the 29 different business models for games: http://lsvp.com/2008/07/02/29-business-models-for-games/

Additional article one Indie Development: http://gamedevelopment.tutsplus.com/articles/setting-up-your-indie-gamedev-business-a-primer--gamedev-14062

This week your project will consist of three parts:

1) Identify and describe at least 3 licensing management for different gaming platforms (Unity (https://unity3d.com/legal/eula), GameMaker (http://www.vertigogaming.net/gm_license.html), MonoGame, Marmalade (https://www.madewithmarmalade.com/shop/faq), XNA https://msdn.microsoft.com/en-us/library/bb203894.aspx, etc.). To find this information you will look up different gaming platforms websites and locate their licensing agreements.

2) Give brief overview of Riot Games Business Model. http://www.businessmodelsinc.com/the-business-model-of-riot-games/

3) Brief overview of the ways apps are sold: Premium, Freemium, Ad Supported, and Hybrid. See http://www.adobe.com/devnet/flashplayer/articles/right-business-model.html for help.

How will you share what you learned? You could create a **presentation**, a research **paper**, begin a **blog** outlining the information, or find another way to show me what you learned on the three topics above!