

PV266 – Game Development II

Rules

for semester: spring 2022

Revision: 1.0.0

1. Three Lives

Similarly to PV255, each of you started the course with three “lives”. You will lose one life in case of:

- Unexcused absence at the seminar (first week does not count).
- [missing / late (even by minutes) / not complete / not working] submission of assignment. As the assignments are team-based, all team members will lose one life.

You will not lose any life in case that you are officially excused (there is a “letter of excuse” in the Information System (“omluvenka” in Czech)) - i. e., in case of illness or other serious issues.

Keep in mind that there will be no bonfires or other checkpoints to rest at and replenish lives. Also there will be no pick-ups available - no magic green apples and no estus flasks. If you lose all your lives, your grade will be automatically N. Lives will be tracked using “Notebooks” in the Information System.

2. GIT

You will be using the GIT versioning system for your Unity projects, specifically gitlab.fi.muni.cz. The service has its own rules. Please read and follow them carefully. We have just few extra “rules”:

- commit often,
- commit often,
- commit often.

3. Devlog

During the whole semester, you will keep a simple developers’ log. You will be updating - at least once per week - a simple text file with a short description of work done – what you have implemented, what assets were created, what was revealed by play-testing etc. For the text file itself, we recommend markdown format (.md) .

Each week, you will also write down a plan of “sprint” for the next week - containing a list of features, assets, etc. you are planning to focus on.

Beside the text file itself, the mandatory part of your devlogs will be (at least one) screenshot of your game each week. Therefore, the folder “devlog” in the repository should look like:

- devlog.md
- week01.jpg
- week02.jpg
- ...

Finally, the mandatory part of the devlog will also be workload tracking for each team member. Be honest, try to be accurate – the numbers themselves will not be part of the final grading. And please, do not call it “slave hours”. ;-) It is up to you what technique you will use to track hours but we recommend services like [Toggl](#), for example.

We will be checking and discussing the plan vs reality during the seminars. Therefore, be sure to commit an update to devlog before each seminar. Of course, you can and should commit more often. ;-)

4. English

All documents you will be submitting (texts in devlog, in-games text, textures, GDD, etc.) have to be in the English language. The oral presentations as well.

Individual communication with teachers, as well as communication between teams and teachers, could be in Czech, Slovak or English (if all members of the team speak in Czech/Slovak).

5. Changelog

- 1.0.0 (2022-02-12) - initial version for 2022.