INTEGRATED PROJECT II

Code: 20606

Main Scientific Area: Computer Graphics and Multimedia

Lecturer: Eva Ferreira de Oliveira

Language of Instruction: Portuguese

Regime: S2

Contact Hours: 30h Total Workload: 240h

ECTS: 10,0

Objectives

Being a project-oriented Master's degree, in which all UC's develop around it, this UC serves to manage the development process, teaching students to develop games in agile methodologies. In this course students learn to identify the development requirements of their projects, to plan them in time and to define contingency plans.

Learning Outcomes

In this UC students learn essentially to identify development needs, to manage the time and to plan the game development

Course Contents

Application of an agile methodology for project execution.Project documentation formats.Processes for implementing functionalities Importing and editing content.Testing and polishing.

Recommended Bibliography

Raph Koste, Theory of Fun, 2013, 2nd edition Clinton Keith, Agile Game Development with Scrum, Addison-Wesley, 2010 1st editionJohn Hight and Jeannie Novak, Game Development Essentials: Game Project Management, 2007, 1st Edition

Learning and Teaching Methods

The curricular unit focuses on project development and what methodologies are best for a specific project. The knowledge of development processes is essential for the students to create a solid project that is well documented, based on a proper planning with good resource management

Assessment Methods

This curricular unit will be evaluated based on the periodic milestones (biweekly or class to class) defined in the curricular unit's calendar. Each of this milestones will be evaluated and their average will represent 30% of the final mark

The final milestone (project beta version) will represent 70% of the final mark.