Development Process

Agile Methodology

Agile Manifesto

"We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more." (http://agilemanifesto.org/)

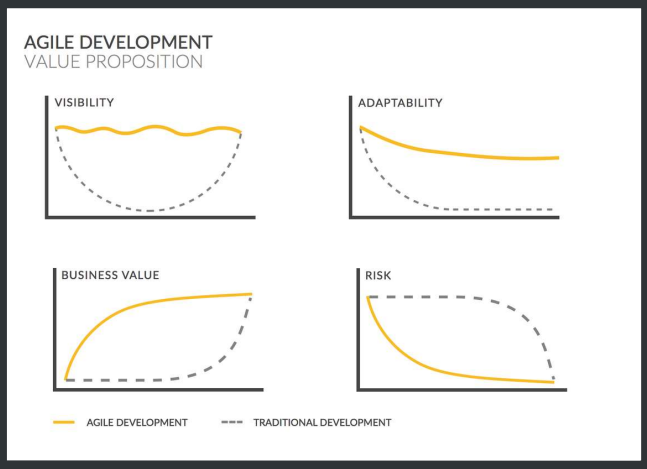
Agile Description

"The Agile methods are more than a set of rules or procedures, it is a **way of thinking**, almost a philosophy. Basically, the agile methods are based on 3 main aspects:

- **Customer focus** (which must be constantly consulted)
- **Working with small incremental advances**, called iterations
- **Testing progress and validation** before proceeding"

(https://brainhub.eu/blog/differences-lean-agile-scrum/)

Agile Proposition Diagram



https://brainhub.eu/blog/differences-lean-agile-scrum/

Lean Methodology

Lean Description

Lean methodology is focused on reducing the amount of waste in a project to increase productivity and velocity while making the project more "lean". The wastes identified by Lean are:

- Defects
- Overproduction
- Waiting

- Unused Talent

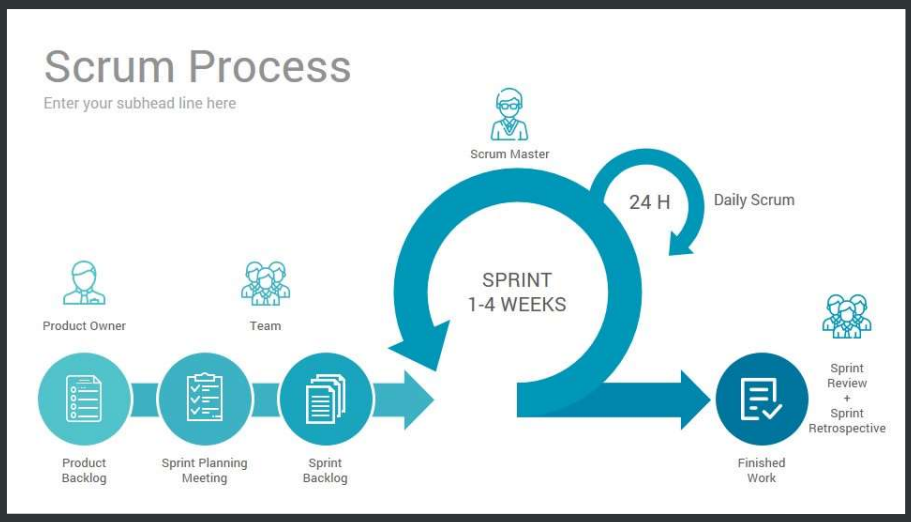
- Transportation
- Inventory
- Motion
- Extra-Processing

Waste Diagram

https://brainhub.eu/blog/differences-lean-agile-scrum/

Scrum Framework

Process Diagram



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Product Backlog

The **Product Backlog** is a collection of features remaining to complete the project. The items in the backlog, called **Product Backlog Items** (PBI). Each PBI is written as a user story in order to prove the value of the feature in terms of value to the user. A user story is written as:

> **As a <Player, Developer, Publisher>,**
>
> **I want <Feature>,**
>
> **Because it provides me with <Value>.**

The value the feature provides the player should reference the pillars of the game, or the guiding principles behind the game's development.

Sprint Backlog

The **Sprint Backlog** exists in Jira, and is a collection of tasks the team committed to completing in the current sprint.

Sprint Planning Meeting

Purpose: Take PBI's from the product backlog, break them into tasks, and populate the **Sprint Backlog** with the tasks. The team commits to completing the **Sprint Backlog** within the length of the sprint.

Invited: Entire Development Team

Timebox: 2 hours

Notes: PBI's broken down into Jira Tasks

Distribution: Tasks made visible in a sprint in Jira

Agenda:

1. Pick the highest priority available PBI
2. The team breaks down the PBI into tasks
3. The tasks are estimated
4. The tasks are added to the sprint
5. The total estimate time is subtracted from the available sprint time
6. Repeat 1-5 until no more PBI's can be added
7. The team collects the features into a **Sprint Plan**
8. The team commits to completing the **Sprint Plan** within the length of the sprint

Daily Scrum Meeting

Purpose: Inform the team of what every developer is working on. Give the team a current status of development against the **Sprint Plan.** Identify any blockers that need to be removed.

Invited: Entire Development Team

Timebox: 15 minutes

Notes: Taken by developers

Distribution: Each dev should take notes on relevant information

Agenda:

1. Updates from Production
2. Dev describes what they **Completed** the prior workday
3. Dev describes what they plan on **Completing** the current workday
4. Dev describes any blockers impeding their progress
5. Repeat 2-4 until every developer has spoken

Sprint Review Meeting

Purpose: Evaluate whether the team was successful in meeting their **Sprint Plan**. Collect feedback from stakeholders.

Invited: Leads, Stakeholders

Timebox: 1 hour

Notes: Taken by Producer, Game Designer

Distribution: Design feedback worked into the product backlog, product feedback communicated to team by Producer, Game Designer

Agenda:

1. Review the **Sprint Plan**
2. Play the product
3. Evaluate whether the product meets the definition of the **Sprint Plan**
4. Collect feedback on the product from the stakeholders

Sprint Retrospective Meeting

Purpose: Reflect on the sprint, identify what went well, what went wrong, and what we can do better next time. Identify waste in the process, adjust, and improve the process.

Invited: Entire Development Team

Timebox: 30 minutes

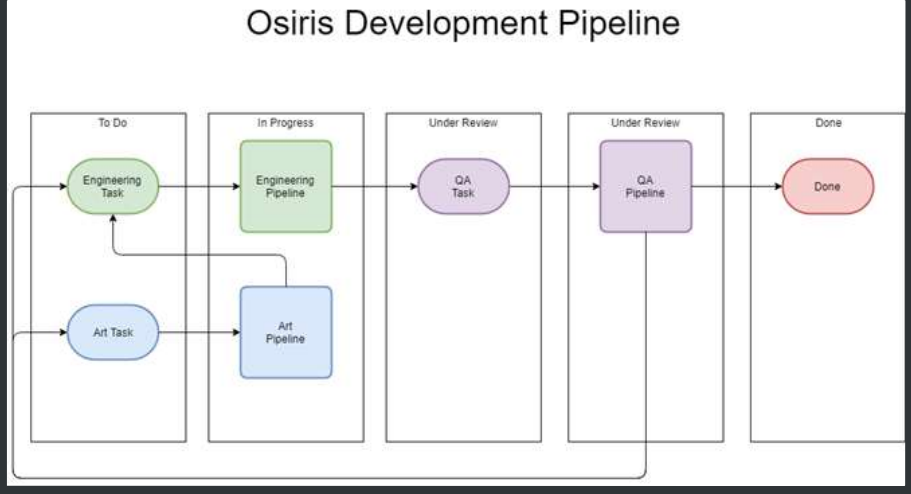
Notes: Taken on the white board

Distribution: Put in a section of the Asset Development Plan (ADP) to track our progress and changes to the process

Agenda:

1. What went well
2. What went wrong
3. What we will do differently next time

Nerve Task Workflow


Osiris Development Pipeline
To Do
In Progress
Under Review
Under Review
Done
Engineering Task
Engineering Pipeline
QA Task
QA Pipeline
Done
Art Task
Art Pipeline