

Best Practices for Game

v.2 (12-15-2025)

[Best Practices Definition](#)

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Best Practices Definition

A procedure that has been shown by research and experience to produce optimal results and that is established or proposed as a standard suitable for widespread adoption - [Merriam-webster Dictionary](#)

21st Century Skills - Best Practices

Ways of Thinking *(with what you did each day specific to your project)*

- Describe how you exhibited with your choices and/or actions one or many of the following:
 - Creativity
 - Innovation
 - Critical Thinking
 - Problem Solving

Ways of Working *(with what you did each day specific to your project)*

- Describe how you exhibited with your choices and/or actions one or many of the following:
 - Communication
 - Collaboration

Tools for Working *(with what you did each day specific to your project)*

- Describe how you exhibited with your choices and/or actions one or many of the following:
 - Information Literacy
 - Media Literacy

Ways of Living in the World *(with what you did each day specific to your project)*

- Describe how you exhibited with your choices and/or actions preparation for:
 - Career
 - College

Game - Specific Best Practices (DigiPen)

ALL – Asking for Help:

- Clearly identify the issue addressed and the person(s) providing help (teammate, classmate, TA, and/or instructor).

ALL – Offering Help:

- Clearly identify the issue addressed and the person(s) receiving the help.

ALL – Team-on-One Participation:

- Special, 4-hour team tune-up meetings between the team and Professor Rutherford.

ALL – Pairs Programming:

- Work sessions during which two or more individuals actively work together to implement a specific feature.

ALL – Code Reviews:

- A formal process in which a specific class or feature is reviewed for code correctness and proper documentation. Clearly identify the class/system/feature reviewed and the individuals who participated in the code review.

ALL – Participation in a Playtest Session for Another Team:

- Clearly identify the team for which you participated in the playtest.

TECH – Build Automation:

- Creating an automated build process that allows any member of the team to create a build using the latest files from the repository.

TECH – Build Verification Testing:

- Creating an automated process for verifying that a change does not break the build.

TECH – Test Automation:

- Creating an automated process for testing the project, such as having the game play itself.

TECH – Unit Testing:

- Creating an automated process for testing code for correctness.

TECH – Implementing Data Analytics:

- Data that is collected automatically by the executable, written either locally or to a server, for later analysis.

DES – ASF Updating:

- Clearly identify what aspects of the ASF list were updated.

DES – A-B Testing:

- Comparative testing of two features (which may be in separate executables).

DES – Analysis of Data Analytics or Data Tracking:

- Analysis of data that has been collected automatically by the executable.

DES – UI Wire-Framing:

- Clearly communicate which elements of the UI have been wire-framed.