



Games2win - Project Coordinator Test Assignment

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KINDLY MAKE A COPY OF THIS ASSIGNMENT

(go to “file” on the top left of the sheet, hit “make a copy” and save it as YourName_Project Coordinator Assignment)

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If you are more comfortable signing an NDA with us, please download this draft, fill it out, sign it, and send it to us for our signatures. Then, proceed with the assignment.

1: Download our game International Fashion Stylist. ([Android](#), [iOS](#)) and make a basic presentation.

The game is about dressing up a character based on specific scenarios (e.g. job interviews, attending a play, etc.).

There are 5 clear modes in the game ; Special Events, Fashion Faceover, Single Player, Multiplayer and Voting modes. Every level of the game ends with a Score Screen and multiple options to drive engagement, such as Rewarded Videos to double your coins. The game also has a Store, as well as miscellaneous sections like Rewards and MiniGames.

Every level has level objective which you see when you start the level. The player gets a score based on how best they can dress their character to goal of the objective.

Every level lets the player choose items from a set of Canvases. Example Canvases are Tops, Bottoms, Dresses, Shoes, Makeup, Backgrounds, Jewelry, Props and Hair. Depending on the level, there will either be 2 or 3 Compulsory Canvases (usually Shoes, Tops and Bottoms) the player has to use.

Play the game. Spend at least an hour familiarising yourself with the game. This is necessary to understand and answer the remaining questions.

If you are unable to spend this time, or games bore you, **please do not proceed.**

Share a presentation about what you liked about the game, what you found boring, and most importantly, what did not work for you/you would like changed.

(This step tests your presentation and communication skills as well as your interest in Mobile Games - our business)

2: The International Fashion Stylist game was updated recently with new levels and changes to existing functionality.

Have a look at the CBC (Click By Click aka Requirement document) that details WHAT WAS UPDATED AND WHY:

[Document Link.](#)

Slide 2 summarises the Top Line Requirements, followed by Detailed Slides for Each.

Please read the document and understand what each of these changes were.

The next few questions are about how you would track the various tasks that are necessary to deliver the project on time.

3: Slide 19 onwards of the Requirement document outlines the in-game art that needs to be created for the game. There are a total of 500+ items to be created.

We outsource the production of the Art many weeks ahead of the release date. Here are the assumptions we make :-

1. All art will be created by External Vendors
2. Each Vendor is given a set of 50 items to create. There will therefore be approximately 10 Sets.
3. We have 7 vendors
4. Once a Set has been outsourced, we enforce the following rules :
 - a. Receive the first deliverable from the Vendor in 3 working days.
 - b. We provide feedback to the vendor within 48 hours.

- c. Receive the first revision with feedback done, in 24 hours.
- d. We provide feedback to the vendor within 24 hours.
- e. Receive the final revision with feedback done, in 24 hours.
- f. We approve or reject the Set within 24 hours.

Given the above assumptions, prepare a Google Spreadsheet that you would use to track the progress of each set for each vendor.

Assume that this is a Sheet you will use over a long period of time, that will help you track deadlines easily, and identify vendors who are regularly missing their targets.

4: Prepare a Tracking sheet you would use to plan the delivery of the entire Requirement Document. Assume that all the Canvas Art required for the Update is ready through your activity in step (3).

Define the milestones you would set for the project. Your tracking sheet would include who would complete each task (type of person, e.g. Artist, Developer, Designer), the time required for each task, and, importantly, the dependencies between tasks.

Assume you need to launch this update on December 12th 2024.

You can make the following assumptions :

- a. All the 500 Canvas Art for the 5 levels is ready. They only need to be integrated into the game. This can be done by 4 in-game artists in 1 week.
- b. Every screen that is changed requires a UI artist to spend 2 days per screen, to create the art and get it approved.
- c. There will only be one developer for the project. The developer can begin a task without any UI, but they will need 0.5 days for each screen that has UI Changes
- d. The programmer will spend 2 days to integrate all new in-game art for 5 levels.
- e. The timeline of the Programmer for all other tasks are [here](#)
- f. After all development and art is integrated, the game will be tested and bugs fixed, for 1 week.

5: What are the checklists you would put in place to help you confirm everything is completed on time and with minimal errors. What will you check daily and what will you check monthly.

This can be presented as a time-table of what your typical day and week would look like.

6. Tell us about:

Two REAL situations in which the project you were handling was NOT going to be delivered on time due to various reasons and obstacles:

How did you manage to deliver that project on time?

- Who, how, what, where did you act?
- Don't hold back! We appreciate all the (right) ways that Project managers employ to deliver their projects on time. Share as much as you can! (examples of Jugaad :)

7. Riddle: Attempt to solve this riddle

Assume that you have been appointed Chief Project Manager by the CEO of the brand-new Ranikhet Airport.

You have to plan and launch the biggest project you have ever executed: creating the airport's daily flight schedule.

Keep in mind the following.

Parameter	Metric	Notes
Days working	All days except the last Saturday of every quarter	Ranikhet airport is a Defence Airport and needs constant vigilance
Hours working	9 am - 9 pm	First landing, Last Takeoff
Runways	3	All the same
Aerobridges	3	All the same
Landing time	10 mins	Approx
Taxing time to Aerobridge	12 mins	Approx
Docking into Aerobridge	9 mins	Approx
Deboarding passengers	18 minutes	Approx

Cleaning of the airplane	16 minutes	Approx
Boarding Passengers	28 minutes	Approx
Taxing to Runway	14 minutes	Approx
Taking off	9 minutes	Approx
Fog conditions	10% of Days from Dec-March	Will affect operations
Demand for travel	Max	Max

Make a project plan for the CEO, assuming that you need to **maximise flights**. Something is missing that can be easily added, keeping in mind regular operations.

NOTE:

This riddle tests your ability to think through project operations, introduce and subtract complexity, and optimise the project to the best of your ability.

Tip: Think of busy airports. You will get hints on how to solve the riddle better.

Answer:

- 1. How many flights will you successfully land and take off from Jan-March given the existing set-up**
- 2. With your new plan, what will those inflights increase to?**

Show the working in a google sheet.

Submit an approach in any format you like!

Good luck