Welcome to the Company!
GameLab Studios

Course Objectives

- **Learn the Game Development Pipeline**

- **Learn Asset Management** (version control)

- **Simulate a studio experience**

- **Make complete game!**

By the end of this class, you should feel comfortable developing games in a group

Congratulations on being hired!

First Day Agenda:

§ **Company Orientation (HR)**
    § **Company History**

§ **Introduction To Project**

§ **Software setup | Explanation**

§ **Company Procedures**

§ **Meet the team**
    § **Determine schedules**

Company Orientation
Aka… Attendance Check

- **<u>Syllabus</u>**
  - **<u>Timeline (Resources Document)</u>**

- **<u>eLearning</u>**

- **<u>Role Call (Later)</u>**
  - Resources Document
  - Managers
    - Check attendance of their area members each week; You must submit a document with attendance!

Company History
Aka… release history and new contract

- **Previous Projects**
  - https://atec-animgames.com/game-lab

- **New Game Contract Briefing**

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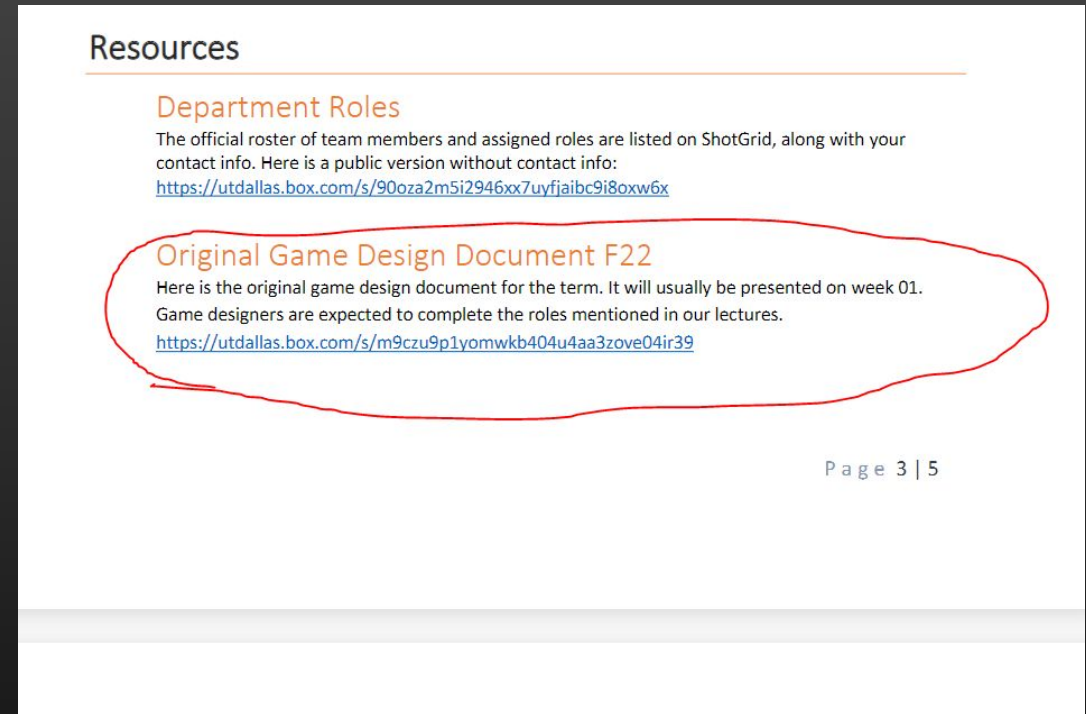
GAME LAB

Game Production Lab is a team-based class where students will create compelling experiences using increasingly complex, open-ended technology. Students will learn to work within a simulated, professional environment using relevant, quality tools and game engines. By the end of the course, each team will have created an original, playable game experience of professional-level quality.

Introduction to the Project!

- What are you creating?

- You sometimes must read through a lot of documentation!

- This term's **Game Design Document (GDD)** is on the **eLearning Resources Document**
  - Think about it this week
  - **Next week we start PrePro**
  - You can **download and edit** this doc!

Resources

Department Roles
The official roster of team members and assigned roles are listed on ShotGrid, along with your contact info. Here is a public version without contact info:
https://utdallas.box.com/s/90oza2m5i2946xx7uyfjaibc9i8oxw6x

Original Game Design Document F22
Here is the original game design document for the term. It will usually be presented on week 01. Game designers are expected to complete the roles mentioned in our lectures.
https://utdallas.box.com/s/m9czu9p1yomwkb404u4aa3zove04ir39

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Software Setup | Explanation

- **Communications** – Email, MS Teams

- **Game Engine** – Unreal 5.1 (Discuss more in Pre-Pro)

- **Version Control** – Git & GitKraken

- **Task Management** – Shotgrid?
  - (Other systems are acceptable)

- **Deliverables** – eLearning and Box
  - ► eLearning – turn-in for Onboarding and Progress updates
  - ► Turn-in Folder – Where builds go. Lead Producer and leads are invited to this folder, but Lead Producer should be the one to turn in (usually)
  - ► (NOTE) – Source Files are not turned in. You can either keep them locally or share among your department as needed, but only builds are delivered.

► Leads should be invited to the Box folder. If you are not, let us know ASAP this week.

Company Procedures
Onboarding

This is your homework for this week!

Topics:

- **Game Repository**
  - How do we put things into the build?

- **Task Management**
  - How do get and complete my company tasks?
  - Management Team should decide what they want to use.

- **DUE NEXT WEEK!**
  - **Onboarding Assignment** in eLearning Resources Document
  - https://utdallas.box.com/s/8hy47c3r6fk1yin98i2t7ynrj9f5psc1

- *In reality - you'd have a mentor and probably a department wiki explaining processes*
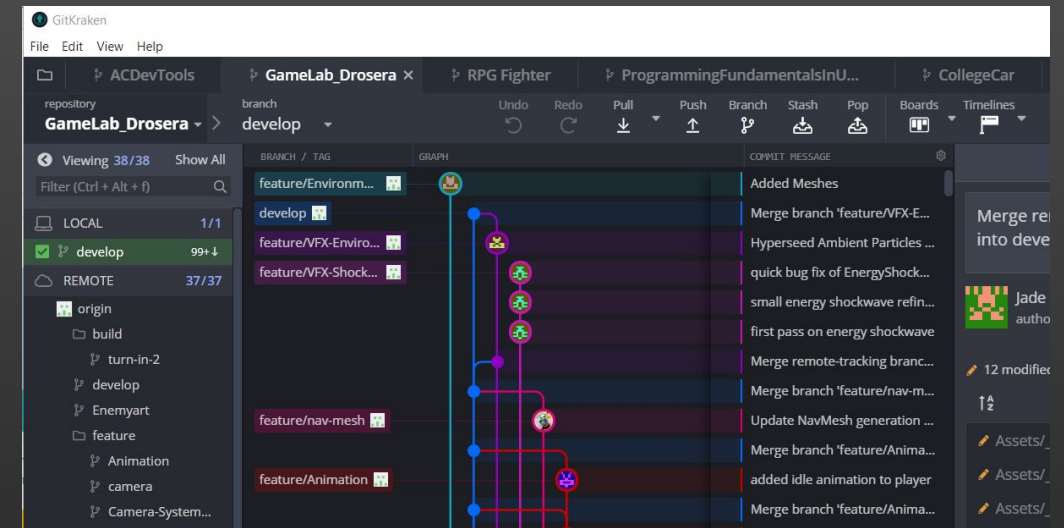
Managing Game Repository with GitKraken
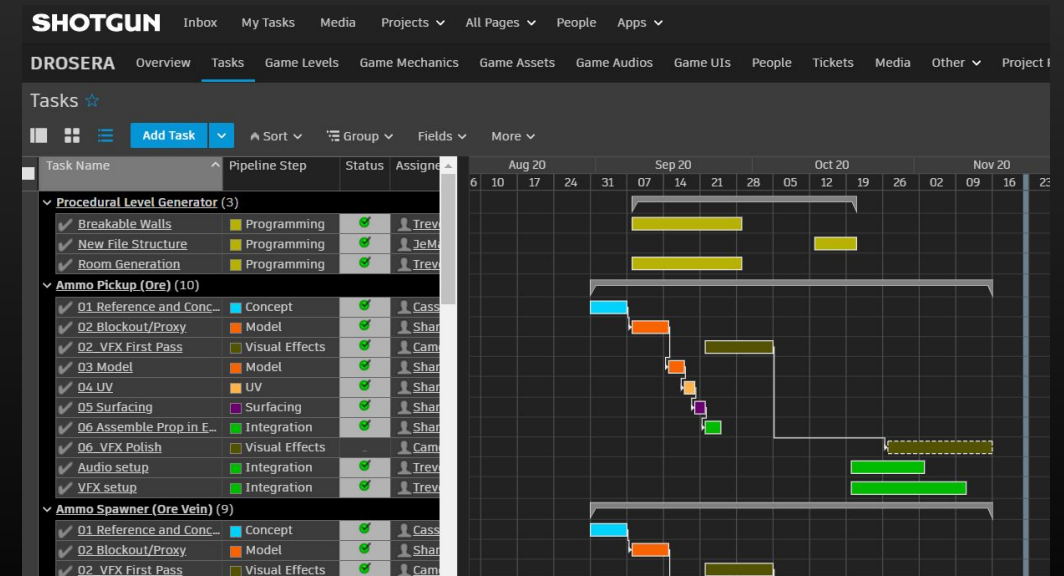
Task Management with Shotgun

(Remaining Time) **Department Breakout Sessions**

- ## **Show Department PDF Sheet**

Producer and Lead should coordinate the meeting (*Production Managers are considered a part of their assigned departments*)

§ ***Remember to take role!***

Locations:

§ PM Lead can move around

§ **ATC Room 1**

- Programming

- Design

§ **ATC Room 2**

- Art

- Sound

Each Team Member:

- Introduce yourself

- Name, interests, primary/secondary skills, previous experience

  § **Discuss with your team what types of tasks you're interested in.**

  § Not everyone can be accommodated, but it's helpful for your Production Manager when assigning tasks.

- Favorite game and why?

- Establish a time during the week where most are available if meetings are needed

- Remember to do the **Onboarding Assignment – Due Next Week!**

Questions?