Worksheet 1: Teammates objectives, boundaries and expectations

Before writing down your team contract, you should take the time to reflect and talk about how you want to work together.

Questions for each individual teammate:

- What are your learning objectives for this project?
- What type of role(s) and tasks do you:
    - want to cover for this project?
    - are comfortable covering for this project?
    - are not comfortable and/or don't want to cover for this project?
- What is your availability for the project during a normal week (how much time are you comfortable giving to the project, in which days if you know, etc.)?
- Are there any known unavailabilities during the semester?
- Are there any other work boundaries (for yourself) that you want to set?
- During group projects, what expectations do you usually have of other team members? Make them explicit here because you should never assume that everybody is on the same page.
- Is there anything that you usually struggle with in group projects that the other team members should be aware of to help each other out?

Questions for the team as a group:

- What are the people in this team good at?
- Is what you learn from the process more important to you than the end game's end result or vice versa?
- How do you want to communicate with each other? (how to update each other, what's the best type of documentation for the team, how do you give feedback and critique to each other, how do you deal with disagreements, etc.)
- What role do meetings play in your work? (purpose, frequency, duration, who is expected to attend, etc.)

Worksheet 2: Create a shared vision of your game

Here is an example of one way to create a shared vision of your game.

Ingredients:

Make a list of statements about the following topic the following:

1. **Your learning objectives, boundaries, expectations, etc.** (see previous worksheet)

2. **What are the game design values of each teammate and which ones are shared between you all?** *Example of papers that discuss design values: Game Design Values (Kultima&Sandovar, 2016)*

3. **What is the overall concept of the game? What are the key features that we want? What are usual design patterns and solutions used in similar games?** *Example of papers that look into game design patterns of specific genres: Understanding and Evaluating Cooperative Video Games (Aghabeigi, 2010), do your own research based on the game you want to make*

4. **What design, development and production methodologies you'd like to use?** *Example of papers about design methodologies: Player-centred game design (Sykes & Federoff, 2006), Game Design Praxiology (Kultima, 2018), etc., make sure to use the literature given by Regö, which will be very helpful in figuring this out*

Once you have your list of statements, sort them out into three categories:

- **Goals** that the hand-in version of your game should achieve. They are statements that tell you what to do. Put here statements that you will use when playtesting to check if what you are making actually achieves the goals that you set out to do. They usually come out of your ideation for the game, your design values and your analysis of similar games.

- **Attitude and approach** that set the ground rules of how you work. They usually come out of your production values, your personal goals, your boundaries and expectations.

- **Guides** that you will use when you make decisions during the design and development of your game. They are statements that tell you how to do what you want to do in a more concrete way. They usually come out of your ideation for the game and your analysis of similar games