

Taomasters:

A Video Game Project at ETC

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What is “Taomasters”?



- A strategic RPG based on written Chinese language (Kanji)
- A student-pitched project in spring semester, 2009
- Goals:
 - A PC game containing a complete level with tutorial
 - Entertain and attract people who are interested in Chinese culture and language



How did we start the project?

- Pitching to faculty
 - 3 times!
 - Found faculty advisor
 - Gathered 6 teammates
 - Got support from CMU language professor
 - Made connection with local game companies



Questions Coming to Us...

- A tight schedule of 15 weeks
 - Four Big, hard deadlines
 - Quarter Presentation
 - Half Presentation
 - Soft Opening
 - Final Presentation
- Scope
- Flexibility
- Getting Feedback



Our Approach

- Maximize communication
- Establish a working pipeline
- Start playtesting since the very beginning



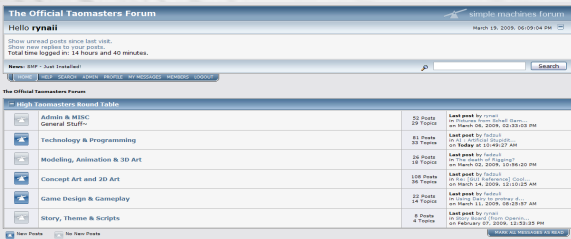
Learning Teamwork

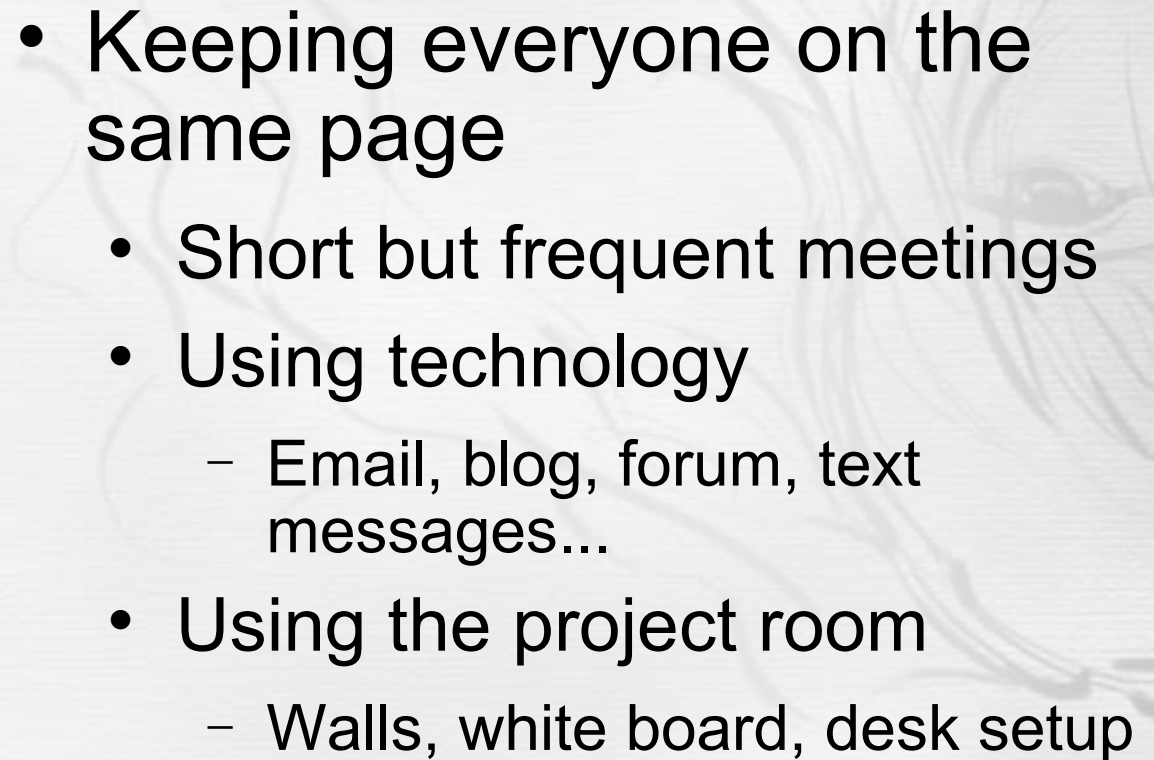
- Defining our roles
 - 3 Programmers, 2 Artists, 1 Designer
- Managing resources
 - Content management system: Perforce
- Prioritizing our goals
 - Art Style
 - Gameplay
 - Culture



Communication

- Keeping everyone on the same page
 - Short but frequent meetings
 - Using technology
 - Email, blog, forum, text messages...
 - Using the project room
 - Walls, white board, desk setup

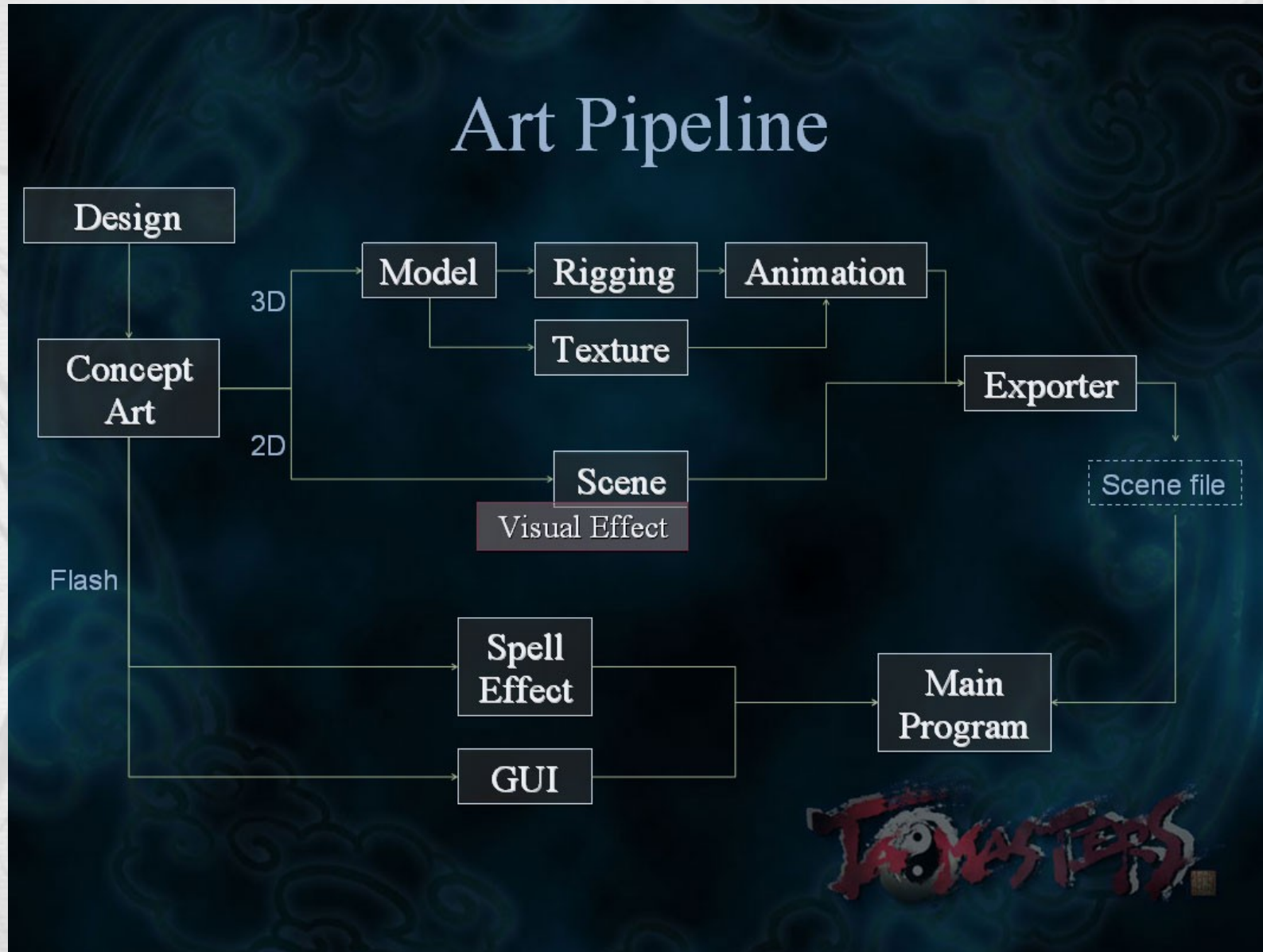


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Spaghetti...



The Pipeline Flowchart



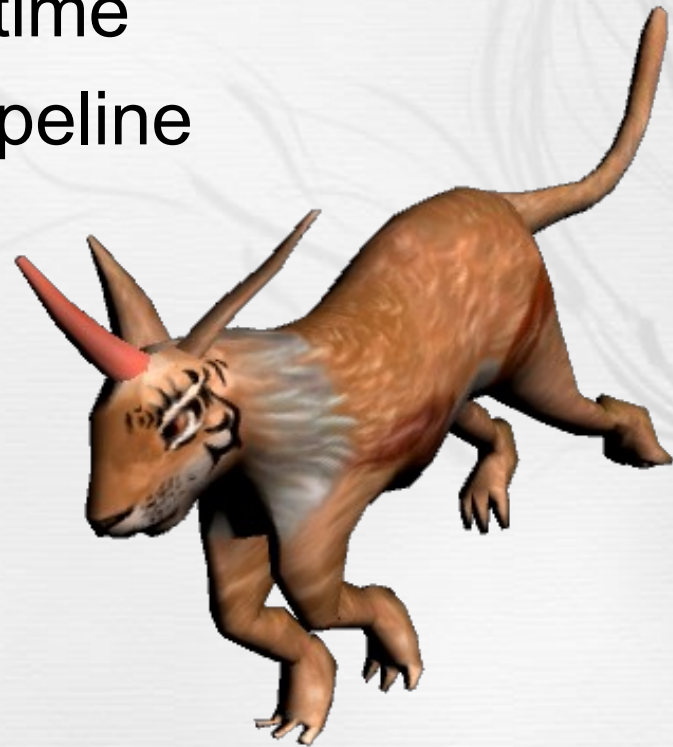
Playtesting

- Is the game fun? Balanced? Accessible?
- Paper & digital prototypes complementing the Agile Process
- Beginning within the team
- Grabbing every opportunity to playtest:
 - Other students, faculty, staff, ETC visitors
 - Local Game Company Visits
 - International Conferences, such as GDC



Reflection

- With the Game Development Cycle condensed to 15 weeks...
 - Being prepared all the time
 - Defining an effective pipeline
 - Communication
- Keeping the spirits up!



Fps:163



Taomasters





TOYMASTERS



Thank You!

Please send questions and feedback to:
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