Teamwork Planning & Strategies Form (TEAM SMART GOAL)

Who will be:

Project Owner
  the client, manager, or person with the original/main idea

Scrum Master
  manage stand up meetings, trello, & the burn down chart

Game Structure:

Genre(s)

Core Mechanic(s)

Style Choices (color palette, etc.)

Menu(s)

Sound FX

Win State

What do we want to do? (SPECIFIC INTENTION / FEELING / LOG LINE)

How do we achieve it? (PLANNING & STRATEGY - Communication, Who, What, When, etc.)

What is your MVP (Minimum Viable Product)? (MEASURABLE Evidence)
**What unique life experiences do you bring to the team?**

1. **MAKE list of TASKS**
2. **PRIORITIZE list of TASKS**
3. Assign FIBONACCI to TASKS
4. TRELLO BACK LOG set up
5. TRELLO TO DO set up

**Individual Specific Measurable Growth Goal**
(You will research & demonstrate by end of project)

**Background**
What unique life experiences do you bring to the team?

**Skills**
What media skills do you bring to the team?

**Risk / Hook**
What will make your part memorable?

**Scrum**
- MAKE list of TASKS
- PRIORITIZE list of TASKS
- Assign FIBONACCI to TASKS
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**PERIOD 1 2 3 4 5 6 TEAM # ___ SESSION # ___ START DATE ____**

**Names**

- Individual Specific Measurable Growth Goal (You will research & demonstrate by end of project)

**Resources**
Research materials

- Code / UI & Menus
- Code / Level Artist
- Code / Character Artist
- Code / Sound Designer
- Code / Writer / Producer

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