

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)

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PERIOD 1 2 3 4 5 6 TEAM # ____ SESSION # ____ START DATE _____

UI / Heads Up Display Level Artist / World Builder Character Artist / Movement Sound Designer / Composer Writer / Menus / Producer

NAMES

	▲ ■ ● ■ ~ (circle one)	▲ ■ ● ■ ~ (circle one)	▲ ■ ● ■ ~ (circle one)	▲ ■ ● ■ ~ (circle one)	▲ ■ ● ■ ~ (circle one)
INTENTION Individual Specific Measurable Growth Goal (You will research & demonstrate by end of project)					
RESOURCES Research materials					
RISK / HOOK What will make your part memorable?					
SKILLS What media skills do you bring to the team?					
BACKGROUND What unique life experiences do you bring to the team?					
SCRUM	<input type="checkbox"/> MAKE list of TASKS	<input type="checkbox"/> PRIORITIZE list of TASKS	<input type="checkbox"/> Assign FIBONACCI to TASKS	<input type="checkbox"/> TRELLO BACK LOG set up	<input type="checkbox"/> TRELLO TO DO set up

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