

### **Talking about Teams and Working in those Teams**

Bob Bates says that people in Hollywood all have well-defined roles. There's the director, producer, cinematographer, gaffer, grip, electrician, wardrobe, etc., etc. These specific roles have a specific job description and the roles don't deviate from their description. Unlike Hollywood where people do things that are pretty routine, the gaming industry does things that aren't well outlined. This stems from the fact that Hollywood is a much more mature industry than the gaming industry.

In terms of the group projects for this course, try not to get invested in specific roles that only focus on what your "job description" outlines. You'll need to do a lot of different things if you're in a small group and specific roles such as the producer or director become much more abstract. The peripheral parts of the game come at the end and you shouldn't focus on all those wonderful things when you're in the early stages of creating something. Focus on the core and build out. Sort of like reverse Polish notation...

The team leaders get to have the vision. This isn't to say that no one else gets to focus on the concept. But in short, the team leader has the final say. On one end of the spectrum is the Napoleonesque person where there's only one way and it's the team leader's way. On the other end is where every idea that comes up will be used. Team leaders need to find a place in between these extremes and take the time to explain the core of their idea to their teammates. Bates mentions that the Team Leader's vision becomes the team's vision. The initial vision may be the leaders', but the strength of a group will only come when a sense of ownership is shared by the entire team. Good leaders develop that organically. Do not underestimate the importance of your teammates and remember that incorporating other's ideas into your vision will not make the team leader look weak, on the contrary it will make the overall team look stronger.

### **Key roles for the teams**

- Need oversight-team leader.
- Art capability-the art is very important and don't underestimate the visual aspect. In the professional world, you would design the world exactly as you envision it. From a practical standpoint, you can strive for that in your groups, but you may not have enough time to achieve that bar. Focus on the one or two art oriented people in your group to show you (the team leader) their concept of how the world should look and what it will take in terms of time.
- Music/Audio.
  - In the real world, there are people who write the music, create the SFX, record the audio, etc. It's very involved, but you don't have that luxury. The programming person will likely be the person who will be able to get

the audio to work. As I said before, each person on the team will need to remain flexible and wear many hats.