

# Inside Real World Projects...

## Lesson 7: Iterative Cycle

### Weeks 11 - 14

What did your client say about the team's game? What changes need to be made?  
What did the client particularly like about the game?

### Playtesting

Playtesting is part of the Iterative Cycle. Playtesting is extremely important to the development of a game that is truly engaging and playable. The Playtest Manager should arrange for classmates to playtest the game. The Playtest Manager should develop a playtest document members of the IDEA Team complete during each playtest. Here's a helpful video on how to playtest.

Take notes in your game design journal as you watch the video. Then start playtesting!

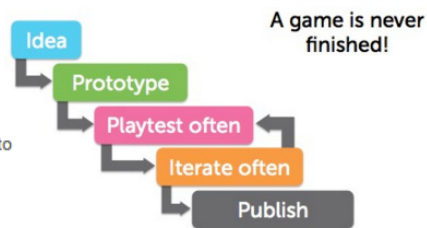


### What's Next?

#### Iteration!

The project manager should schedule a team meeting to review the playtest observations. As a team, students determine what changes still need to be made to the game.

As a result of the playtest do some game mechanics need to be modified? Can deadlines still be met? Are there some game mechanics that need to be scaled back? What bugs were found during the playtest? The team should meet and prioritize the list of issues and tasks that still need completing.



©Zulama, 2016

### Description

Students use the Iterative Cycle to improve their game.

### Materials

None

### Notes/Lesson Plan

Assist students with organizing playtest opportunities.

### Assignments

Week 14 Status Report  Activity

Final Game Design Document  Activity

[Add Assignment](#)

[Manage Assets](#)

## Week 14 Status Report

### Description

The Week 14 Status Report should include the following information, as well as any information considered essential by the project manager and teacher. This document is written and uploaded by the project manager.

### Instructor Note

Review the status document and provide feedback as needed.

Question 1:

Project Manager: Upload the Week 14 Status Report here for your teacher to review.

[Choose Files](#) No file chosen

[Save](#)

## Final Game Design Document

### Description

Final changes should be made to the game design document by the game designer.

While the game designer has the last say over the game's mechanics and rules, the final game design and document should have the approval of the entire IDEA Team.

### Instructor Note

Review the final game design document and provide feedback as needed.

Use the [Game Design Document](#) rubric for assessment.

Question 1:

Game Designer: Upload the final game design document for your teacher to review.

[Choose Files](#) No file chosen

[Save](#)