

# What Went Wrong?

## A Survey of Problems in Game Development

# Good Practices in Game Development

## Is The Game Industry That Bad?

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TW London Geek Night  
21<sup>st</sup> Nov 2008

# Agenda

- Why?
- What?
- How?
- Results

# Why?

## What?

- Survey of problems found in game development
  - Compare to the “traditional” industry
- Good practices in game development
  - Is Agile a good fit?

## How?

Read  
Postmortems

Analyzed  
Data

Compared with  
traditional  
industry

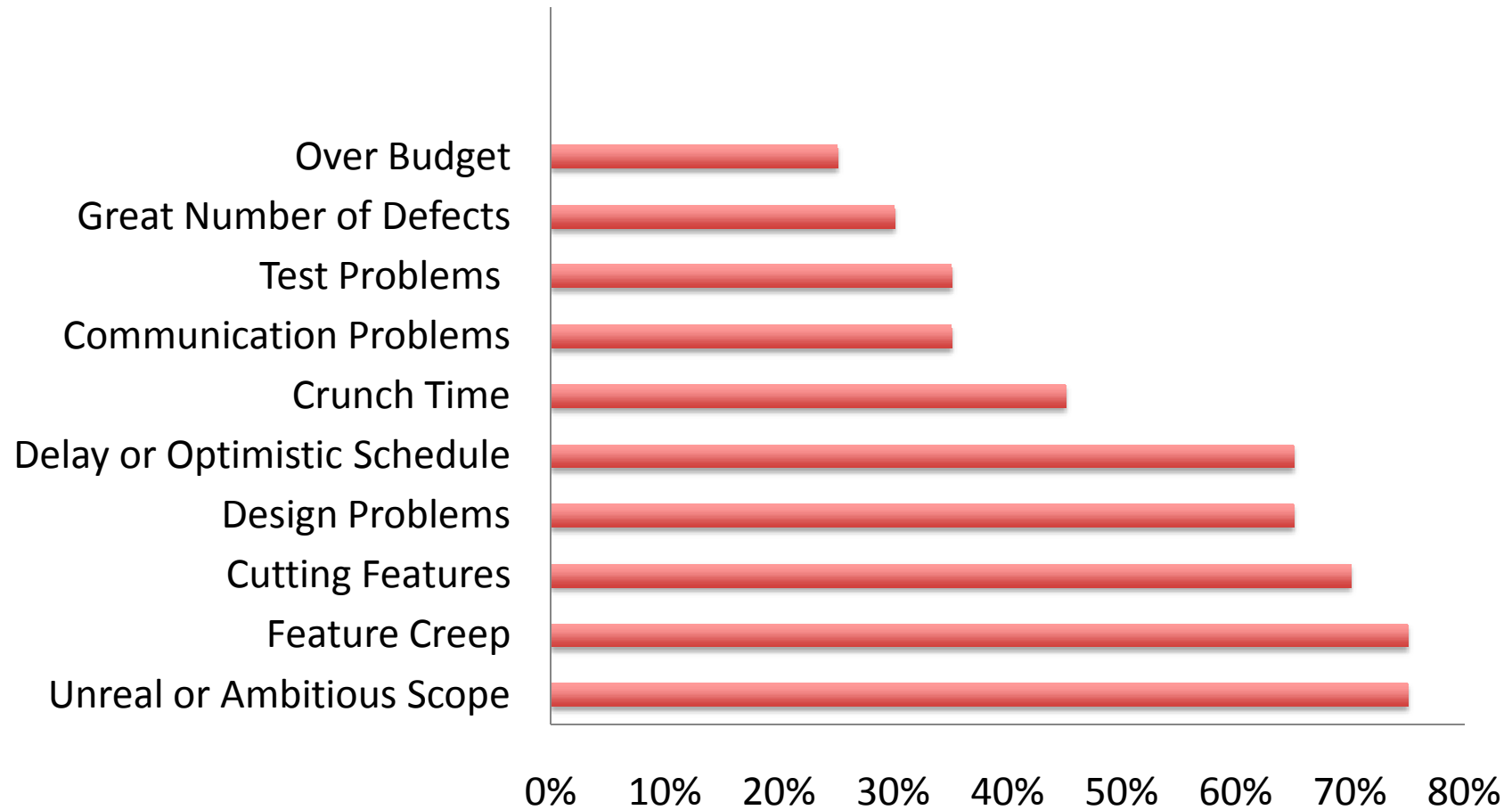
## Postmortems

- Summarize project experience
  - Emphasys on positive and negative aspects

*“The most severe blow suffered by all teams was from accepting an unrealistic schedule. Despite endemic problems, . . . the concept that was floated at the time was that it would be possible to adhere to the original schedule if everyone simply worked around the clock.*

*Foolish and naive, we bought it, and started pushing.”*

# Problems Occurrence

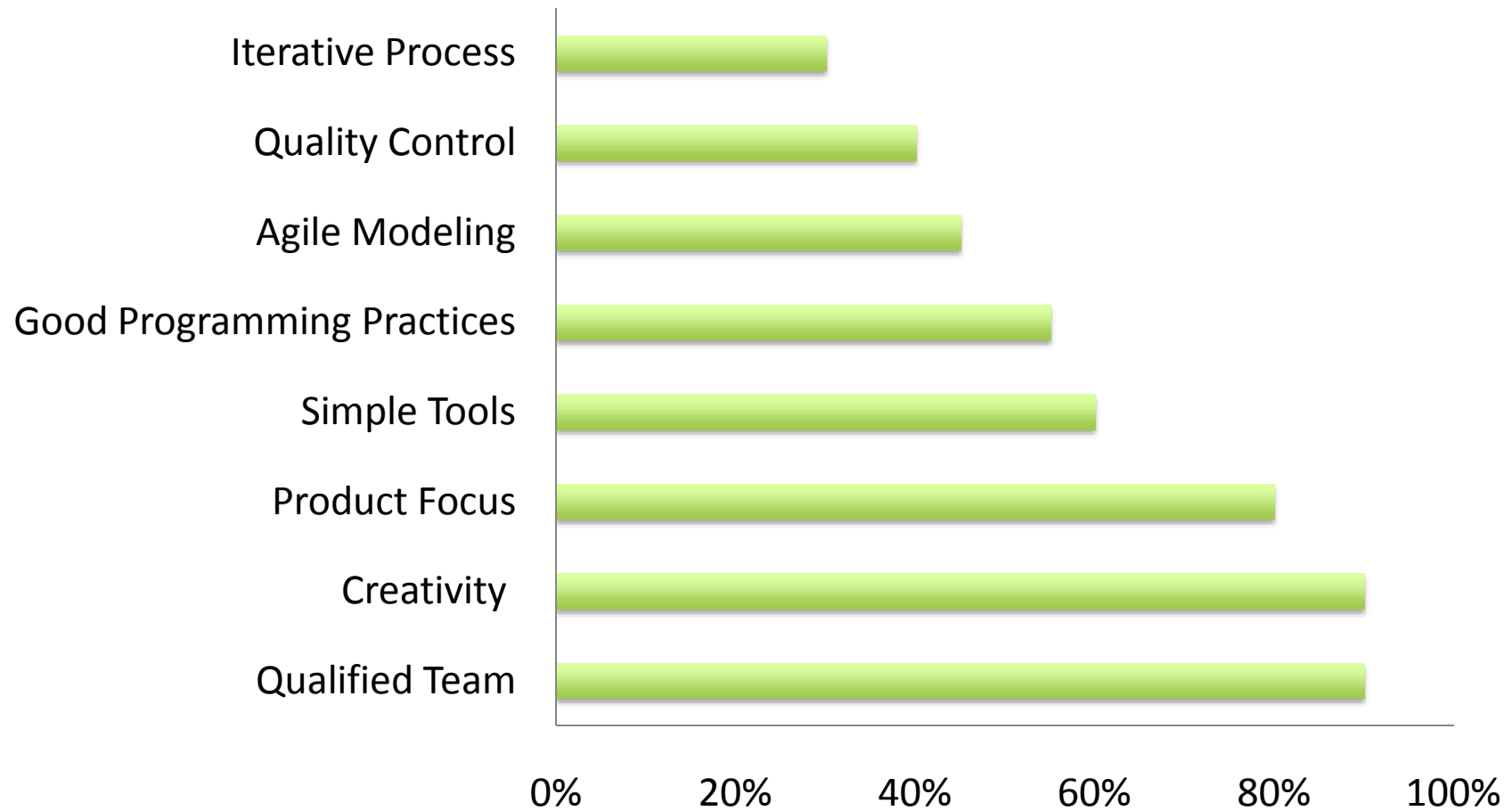


**So...**

***All the main problems of the  
software industry are also  
found in the game industry***

# Is Agile a Good Fit?

## Best Practices



## Conclusion

- Game industry has the same problems as traditional software industry
- Agile is a good fit
  - Probably more than in the traditional industry
    - Teamwork, Motivation, Cross-functional teams

**Thank you!**

**Questions?**

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