

Subject card

Subject name and code	Team Project, PG_00073640						
Field of study	Historical game design						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	4		ECTS credits		3.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor						
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		0.0		0.0	30
Subject objectives	The objective of the course is to complete the full process of developing a historical video game in a team using modern tools and work methodologies, specifically SCRUM a popular Agile framework. Students will learn how to plan sprints, distribute tasks, iterate on their work, scale their project, manage workflow, and ultimately deliver a working prototype. The course is practical and concludes with a team presentation of the game and production documentation.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_U01] Uses his/her knowledge, is able to formulate and solve complex and unusual problems in the field of history, including the proper selection of sources of information and evaluate this information, conduct a critical analysis and synthesize it	Iteratively analyzes project problems and implements improvements.	[SU2] presentation/project/paper/report
	[PGHL3_K05] Is ready to perform professional roles responsibly and observe the professional ethics of a historian, as well as to demonstrate an understanding of the world of values and attitudes of people in different historical periods and contexts	Functions as a conscious member of a production team and adheres to professional collaboration ethics.	[SK8] observation of student's independent or team work
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development	Combines historical, narrative, technical, and design aspects in a cohesive project.	[SW2] presentation/project/paper/report [SW3] text preparation/written work
	[PGHL3_W07] Has advanced knowledge to analyze and interpret historical sources and understands their usefulness in the development of historical games	Uses historical sources effectively in the game development process.	[SW2] presentation/project/paper/report
	[PGHL3_U06] Is able to prepare written work and a variety of short texts in Polish and/or English, correctly applying professional terminology and scientific apparatus	Prepares production documentation (e.g. changelog, backlog, sprint reports) using appropriate industry language.	[SU3] text preparation/written work
Subject contents	Introduction to SCRUM: roles, artifacts, and process cycles Team role division: Product Owner, Scrum Master, Development Team Backlog creation, sprint planning, progress tracking (burndown charts) Daily stand-ups, sprint reviews, and retrospectives Production documentation: GDD, roadmap, changelog Iterative prototyping of the game Implementing feedback and executing project pivots Final project presentation and postmortem analysis		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	SCRUM documentation (backlog, changelog, retrospectives, roadmap)	51.0%	50.0%
	Presentation of a working game prototype (playability, completeness)	51.0%	50.0%

Recommended reading	Basic literature	Schwaber, Ken. <i>Agile Project Management with SCRUM</i>. Microsoft Press, 2004. Fullerton, Tracy. <i>Game Design Workshop</i>, CRC Press, 2024. McCall, Jeremiah B. <i>Gaming the Past</i>, Routledge, 2023. Hohmann, Luke. <i>Innovation Games</i>, Addison-Wesley, 2007. Tomaszewski, Michał. <i>SCRUM dla twórców gier i projektów kreatywnych</i>, GameDevBooks, 2021.
	Supplementary literature	Kramarzewski, Adam & De Nucci, Ennio. <i>Practical Game Design</i>, Packt, 2018. Ricchiuti, Diego. <i>Game Design Tools</i>, CRC Press, 2023. Beck, Kent. <i>Extreme Programming Explained: Embrace Change</i>, Addison-Wesley, 2005. Suckling, Maurice. <i>Paper Time Machines</i>, Taylor & Francis, 2025.
	eResources addresses	
Example issues/ example questions/ tasks being completed	What does a sample backlog look like for a historical game project? What defines a good sprint goal for a game development team? How does the burndown chart evolve after the third sprint? Which game features required pivoting and why? Present your teams retrospective what worked, what didnt, what was improved? How were historical elements integrated into gameplay?	
Work placement	Not applicable	

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