

Subject card

| | | | | | | | |
|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|--------------------------------------------------------------------------------------|-------------------------------------|---------|--------------------------------------------------------------------------------|-----|
| Subject name and code | Team Project III, PG_00189511 | | | | | | |
| Field of study | Historical game design | | | | | | |
| Date of commencement of studies | October 2026 | Academic year of realisation of subject | | | | 2027/2028 | |
| Education level | Bachelor's studies | Subject group | | | | Obligatory subject group in the field of study 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 | | | | 4.0 | |
| Learning profile | academic | Assessment form | | | | credit | |
| Conducting unit | Faculty of History -> Rector | | | | | | |
| Name and surname of lecturer (lecturers) | Subject supervisor | | dr hab. Michał Mochocki | | | | |
| | Teachers | | | | | | |
| Lesson types | Lesson type | Lecture | Tutorial | Laboratory | Project | Seminar | SUM |
| | Number of study hours | 0.0 | 0.0 | 0.0 | 60.0 | 0.0 | 60 |
| | 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 | 60 | | 0.0 | | 40.0 | 100 |
| 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_U09] Carries out creative and technical tasks in the game design process, from ideation through prototyping to testing and iteration | | | | | | |
| | [PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games | | | | | | |
| | [PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage | | Combines historical, narrative, technical, and design aspects in a cohesive project. | | | [SW2] presentation/project/paper/report [SW3] text preparation/written work | |
| | [PGHL3_K01] Critically evaluates his/her own knowledge, demonstrating readiness to expand it and to seek expert advice when encountering difficulties in independently solving a problem. | | | | | | |

| Subject contents | <p>Introduction to SCRUM: roles, artifacts, and process cycles</p> <p>Team role division: Product Owner, Scrum Master, Development Team</p> <p>Backlog creation, sprint planning, progress tracking (burndown charts)</p> <p>Daily stand-ups, sprint reviews, and retrospectives</p> <p>Production documentation: GDD, roadmap, changelog</p> <p>Iterative prototyping of the game</p> <p>Implementing feedback and executing project pivots</p> <p>Final project presentation and postmortem analysis</p> | | | | | | | | | | | |
|----------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|--|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|-------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----------------------------------------------------------------------|-------|-------|
| Prerequisites and co-requisites | | | | | | | | | | | | |
| Assessment methods and criteria | <table border="1"> <thead> <tr> <th data-bbox="456 981 794 1010">Subject passing criteria</th> <th data-bbox="799 981 1142 1010">Passing threshold</th> <th data-bbox="1147 981 1485 1010">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 1016 794 1088">SCRUM documentation (backlog, changelog, retrospectives, roadmap)</td> <td data-bbox="799 1016 1142 1088">51.0%</td> <td data-bbox="1147 1016 1485 1088">50.0%</td> </tr> <tr> <td data-bbox="456 1095 794 1167">Presentation of a working game prototype (playability, completeness)</td> <td data-bbox="799 1095 1142 1167">51.0%</td> <td data-bbox="1147 1095 1485 1167">50.0%</td> </tr> </tbody> </table> | | | 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% |
| 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 | <table border="1"> <tr> <td data-bbox="456 1189 794 1621">Basic literature</td> <td colspan="2" data-bbox="799 1189 1485 1621"> <p>Schwaber, Ken. <i>Agile Project Management with SCRUM</i>. Microsoft Press, 2004.</p> <p>Fullerton, Tracy. <i>Game Design Workshop</i>, CRC Press, 2024.</p> <p>McCall, Jeremiah B. <i>Gaming the Past</i>, Routledge, 2023.</p> <p>Hohmann, Luke. <i>Innovation Games</i>, Addison-Wesley, 2007.</p> <p>Tomaszewski, Michał. <i>SCRUM dla twórców gier i projektów kreatywnych</i>, GameDevBooks, 2021.</p> </td> </tr> <tr> <td data-bbox="456 1628 794 2000">Supplementary literature</td> <td colspan="2" data-bbox="799 1628 1485 2000"> <p>Kramarzewski, Adam & De Nucci, Ennio. <i>Practical Game Design</i>, Packt, 2018.</p> <p>Ricchiuti, Diego. <i>Game Design Tools</i>, CRC Press, 2023.</p> <p>Beck, Kent. <i>Extreme Programming Explained: Embrace Change</i>, Addison-Wesley, 2005.</p> <p>Suckling, Maurice. <i>Paper Time Machines</i>, Taylor & Francis, 2025.</p> </td> </tr> <tr> <td data-bbox="456 2007 794 2022">eResources addresses</td> <td colspan="2" data-bbox="799 2007 1485 2022"></td> </tr> </table> | | | Basic literature | <p>Schwaber, Ken. <i>Agile Project Management with SCRUM</i>. Microsoft Press, 2004.</p> <p>Fullerton, Tracy. <i>Game Design Workshop</i>, CRC Press, 2024.</p> <p>McCall, Jeremiah B. <i>Gaming the Past</i>, Routledge, 2023.</p> <p>Hohmann, Luke. <i>Innovation Games</i>, Addison-Wesley, 2007.</p> <p>Tomaszewski, Michał. <i>SCRUM dla twórców gier i projektów kreatywnych</i>, GameDevBooks, 2021.</p> | | Supplementary literature | <p>Kramarzewski, Adam & De Nucci, Ennio. <i>Practical Game Design</i>, Packt, 2018.</p> <p>Ricchiuti, Diego. <i>Game Design Tools</i>, CRC Press, 2023.</p> <p>Beck, Kent. <i>Extreme Programming Explained: Embrace Change</i>, Addison-Wesley, 2005.</p> <p>Suckling, Maurice. <i>Paper Time Machines</i>, Taylor & Francis, 2025.</p> | | eResources addresses | | |
| Basic literature | <p>Schwaber, Ken. <i>Agile Project Management with SCRUM</i>. Microsoft Press, 2004.</p> <p>Fullerton, Tracy. <i>Game Design Workshop</i>, CRC Press, 2024.</p> <p>McCall, Jeremiah B. <i>Gaming the Past</i>, Routledge, 2023.</p> <p>Hohmann, Luke. <i>Innovation Games</i>, Addison-Wesley, 2007.</p> <p>Tomaszewski, Michał. <i>SCRUM dla twórców gier i projektów kreatywnych</i>, GameDevBooks, 2021.</p> | | | | | | | | | | | |
| Supplementary literature | <p>Kramarzewski, Adam & De Nucci, Ennio. <i>Practical Game Design</i>, Packt, 2018.</p> <p>Ricchiuti, Diego. <i>Game Design Tools</i>, CRC Press, 2023.</p> <p>Beck, Kent. <i>Extreme Programming Explained: Embrace Change</i>, Addison-Wesley, 2005.</p> <p>Suckling, Maurice. <i>Paper Time Machines</i>, Taylor & Francis, 2025.</p> | | | | | | | | | | | |
| eResources addresses | | | | | | | | | | | | |

| | |
|-------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Example issues/ example questions/ tasks being completed</p> | <p>What does a sample backlog look like for a historical game project?</p> <p>What defines a good sprint goal for a game development team?</p> <p>How does the burndown chart evolve after the third sprint?</p> <p>Which game features required pivoting and why?</p> <p>Present your teams retrospective what worked, what didnt, what was improved?</p> <p>How were historical elements integrated into gameplay?</p> |
| <p>Work placement</p> | <p>Not applicable</p> |

Document generated electronically. Does not require a seal or signature.