

## Mission statement

The Wild Branch is committed to making games that can grow with the ever changing audiences of today, through humorous puzzle adventures.

## Team members

### Patricio

Interests:

Retro and short narrative indie games

Skills:

3D, 2D technical skills (modeling, rigging), coding (C#, Playmaker), Kickstarter campaign funded for video game. Video editing and VFX

Competencies:

Short animations and commercial game self published by my own Studio, diploma on character animation and multimedia design.

Time Zone & Available Hours:

Central Europe Time Zone

Weekdays: from 8:30 to 12:00 (UK time) and from 15:00 to 21:00 (UK) time

Weekends: from 9:00 to 13:00 (UK time) on Saturdays

Always available if contacted by mail

Communications preferences (Discord, Whatsapp, iMessage, carrier pigeon):

[patricioland@gmail.com](mailto:patricioland@gmail.com)

@land\_patricio

Why did you choose this graduate program:

I wrote my first game, although very rudimentary, back in 1983 on an 8 bit home computer. To my dismay, all this technological revolution had not yet spread to the academic world, where old mainframes and obsolete equipment that worked using punch cards were still the queens and kings of the university cloisters. At that time, the courses were just as archaic as this equipment, and after about three years of study, I had to abandon my career and pursue a professional life in another sector, losing contact with coding or game development for more than 20 years.

Now I finally find in your institution an opportunity to get that degree that at the time was impossible for me to obtain and at 53 years old be able to tell myself and my 3 children - the eldest finishing at this very moment her own master's degree - that it is never too late to follow the voice of passion.

Any expected travel of vacation through this module:

I'm not taking any planned vacation, probably just one weekend by the end of July.

Past and present work experience:

I worked for over a decade as magazine editor and publisher, multimedia developer and graphic designer followed by another decade of several technical jobs (mostly IT) and

web development. Between 2018 and 2020 I worked full time to finish this project which was finally selected to represent Switzerland at some prestigious international gaming conventions. The game was finished and released a year ago all on my own as an indie developer and self publisher.

## Will

Interests:

Retro and survival/crafting adventure games

Skills:

2D art and design, level design and game design

Competencies:

Creative thinker, A Level Art and Design, Foundation Degree in multimedia design.

Time Zone & Available Hours:

BST - Weekdays 7PM - 9PM (Wednesdays 12PM until 9PM) and Sundays 4PM to 9PM

Communications preferences (Discord, Facebook Messenger, carrier pigeon):

[wil1333@aol.com](mailto:wil1333@aol.com)

Why did you choose this graduate program:

I have been playing video games for the last 37 years or so and it has been a major influence in my life. I have wanted to make my own video games for the same amount of time and loved the 80's bedroom video game developer / publisher culture.

Any expected travel of vacation through this module:

No

Past and present work experience:

I teach Creative media and games design to FE students using a variety of software including Game Maker, Unity and Unreal.

## Debs

Interests:

Imaginative, humorous, puzzle, adventure Interactive Indie games

Skills:

2D concept game art; textured backgrounds, characters, items (Adobe Illustrator, and Photoshop). Basic knowledge of Video editing (Premiere Pro) and most recently, creating animated GIFs (Adobe Animate CC), and Voice work (Garage Band).

Competencies:

Children's Book Author and Illustrator, BA in Theatre and Performance, Diploma in Digital Illustration, Children's Book Illustration and Graphic Design.

Time Zone & Available Hours:

Communications preferences (Discord, Whatsapp, iMessage, carrier pigeon):

[dancerperformer123@gmail.com](mailto:dancerperformer123@gmail.com)

Why did you choose this graduate program:

After writing and Illustrating my Childrens Books, I found the MA for Indie Game Development, and I was interested to know If I could make my books interactive, by creating an interactive storytelling app or game. I wanted to focus on learning how to animate characters, and learn more about creating game art, and everything that is required to make a game in general.

Any expected travel of vacation through this module:

Yes only for day trips out though, nothing that will interfere with making progress with the Team. Plus a week after the module is complete.

Past and present work experience:

The only experience I have is from all the courses I have studied, and a little marketing experience, working as an assistant and dealing with all enquiries to art work etc, arranging photoshoots, updating minute reports, and their website images and details.

## **Phil**

Interests:

Detailed simulations, sandbox, RPG

Skills:

Software Development, Marketing, Analytics

Competencies:

Gamemaker, Systems Design, Creative Thinking.

Time Zone & Available Hours:

US East Coast (EST +7 Hours from BST)

8PM - 10PM weekdays, 10AM - 10PM weekends

Communications preferences:

Discord - Beardy#5784)

iMessage +1.832.228.0511

email - [phil.lakin@gmail.com](mailto:phil.lakin@gmail.com)

Why did you choose this graduate program:

I love playing games, I enjoy software development, and wanted to learn how to combine the two. I'm doing this almost entirely for fun, and enjoy learning new things.

Any expected travel of vacation through this module:

Yes, I frequently need to travel for work, sometimes over weekends, and typically do not know more than a week in advance. I am not expecting any travel at this time.

Past and present work experience:

I worked at the UK press association for around 10 years running their IT department, then moved to a US cloud provider, iland, for 7 years where I looked after the core IT infrastructure and marketing. I moved onto Dell for a couple of years where I focused on marketing and integrating their automation systems, improved their online advertising campaigns and company website technology. 2 years ago I moved to Broadcom where I am focused on marketing strategy and digital campaign support.

## Team Norms

- a. Meeting Management
  - i. 12-1PM Every Wednesday  
Weekly Monday with Giovanni
  - ii. Something to discuss - add it to the #weekly-agenda channel in advance.
  - iii. Propose an outcome or suggestion for the agenda topic in advance.
  - iv. If you are unable to attend a meeting, let the team know as soon as possible.
- b. Meeting Behaviour Norms (Code of Conduct)
  - i. Listen without interrupting unless a team member is becoming uncomfortable.
  - ii. Be open to new ideas
  - iii. Treat everyone with respect
  - iv. Give honest feedback
  - v. Ensure everyone has a chance to speak - if you've been talking for 5 minutes, give someone else an opportunity.
  - vi. Turn up on time, if you are unavoidably late, please try and let someone know.
  - vii. Close out on time
  - viii. Try to stick to the agenda
  - ix. Please share any notes taken and document any decisions made.
  - x. Uncover any disagreements and discuss openly without blame.
- c. Decision Making
  - i. Clearly state the problems or decisions to be made in the #weekly-agenda channel
  - ii. Define the solutions and options the group is facing
  - iii.  $\frac{3}{4}$  of the team need to agree for making a decision
  - iv. Decision needs to be shared and documented
  - v. If the topic can be easily resolved via chat, do it.
  - vi. If the topic can be easily resolved between 2 people, do it.
- d. Work Assignment
  - i. Work will be assigned during weekly meetings, or ad-hoc as decided by  $\frac{3}{4}$  of the team.
  - ii. All work in progress should be kept accessible in either google drive, the miro board, or github.
  - iii. If the assigned member does not believe they are the best person to complete this work, or they are not able to achieve it within the time proposed it is essential that the assigned team member brings this conflict to the group immediately so that the work can be broken up or reassigned.
- e. Handling Conflict
  - i. Acknowledge there is a disagreement and describe how it is affecting the team
  - ii. Get commitment from individuals and or the team to resolve disagreements
  - iii. Have each party state their point of view
  - iv. Have each party suggest a solution based on facts, mutual needs and team goals

## Roles and Tasks

Area of focus	Core team	Support
Project Management	Patricio	Phil & Pat
Game Design	Team	
Game Mechanics	Phil & Patricio	Will
Programming	Phil & Patricio	Will
Narrative Design	Team	
Concept Art / Promotional Art / Logo	Debbie & Will	
Character Design	Will & Debbie	Patricio
Environment art	Debbie & Will	Patricio
Art Direction	Will & Debbie	Patricio & Phil
UI & UX	Will	Debbie
Website / Splash page	Patricio	Debbie
Animation	Will, Debbie	Patricio
Level Design	Phil, Will, Patricio	Debbie
Game FX / Game Juice	Phil & Patricio	Will
Music & Sound Design	Debbie & Patricio	Will & Phil
Video editing	Patricio	
Marketing	Phil	Patricio & Debbie
Playtesting	Team	
Pitching	Team	

## Signatures

I, the undersigned, agree to abide by the terms of this charter.

Phil Lakin

*Philip Lakin*

Philip Lakin (Jul 10, 2021 15:23 EDT)

Debs Norton

*Deb's Norton*

Deb's Norton (Jul 11, 2021 20:20 GMT+1)

Patricio Land

*Patricio Land*

Patricio Land (Jul 11, 2021 09:08 GMT+2)

Will Ward

*Will Ward*

Will Ward (Jul 11, 2021 18:04 GMT+1)

## References

- BAETZ, Mark C. and Christopher K. BART. 1996. 'Developing Mission Statements Which Work'. *Long Range Planning* 29(4), 526–33.
- BYRD, John T. and Michael R. LUTHY. 2010. 'Improving Group Dynamics: Creating a Team Charter'. *The Academy of Educational Leadership Journal* 14, 13.
- COCHRAN, D., F. DAVID and C. K. GIBSON. 2008. 'A Framework for Developing an Effective Mission Statement'. *Journal of Business Strategies* 25, 27.
- 'Embracing Asynchronous Communication'. 2021. GitLab [online]. Available at: <https://about.gitlab.com/company/culture/all-remote/asynchronous/> [accessed 8 Jun 2021].
- LENCIONI, Patrick M. 2012. *The Five Dysfunctions of a Team: Team Assessment*. 2nd edition. San Francisco, Calif.: Pfeiffer.
- MARTIN, Eric M., Ian COWBURN and Andrew MAC INTOSH. 2017. 'Developing a Team Mission Statement: Who Are We? Where Are We Going? How Are We Going to Get There?' *Journal of Sport Psychology in Action* 8(3), 197–207.