University of Gdańsk

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	lic. Aleksandr Polin	
	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	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. *Agile Project Management with SCRUM*. Microsoft Press, 2004. Fullerton, Tracy. *Game Design Workshop*, CRC Press, 2024. McCall, Jeremiah B. *Gaming the Past*, Routledge, 2023. Hohmann, Luke. *Innovation Games*, Addison-Wesley, 2007. Tomaszewski, Michał. *SCRUM dla twórców gier i projektów kreatywnych*, GameDevBooks, 2021.
Supplementary literature	Kramarzewski, Adam & De Nucci, Ennio. *Practical Game Design*, Packt, 2018. Ricchiuti, Diego. *Game Design Tools*, CRC Press, 2023. Beck, Kent. *Extreme Programming Explained: Embrace Change*, Addison-Wesley, 2005. Suckling, Maurice. *Paper Time Machines*, 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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