

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="454 978 794 1003">Subject passing criteria</th> <th data-bbox="798 978 1141 1003">Passing threshold</th> <th data-bbox="1144 978 1482 1003">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="454 1008 794 1084">SCRUM documentation (backlog, changelog, retrospectives, roadmap)</td> <td data-bbox="798 1008 1141 1084">51.0%</td> <td data-bbox="1144 1008 1482 1084">50.0%</td> </tr> <tr> <td data-bbox="454 1088 794 1164">Presentation of a working game prototype (playability, completeness)</td> <td data-bbox="798 1088 1141 1164">51.0%</td> <td data-bbox="1144 1088 1482 1164">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%
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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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