

**Subject card**

<b>Subject name and code</b>	Team Project, PG_00073640						
<b>Field of study</b>	Historical game design						
<b>Date of commencement of studies</b>	October 2024	<b>Academic year of realisation of subject</b>			2025/2026		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Optional subject group		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	2	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	4	<b>ECTS credits</b>			3.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>					
<b>Conducting unit</b>	Faculty of History -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Waław Kulczykowski				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	0.0	30.0	0.0	0.0	30
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	30		0.0		0.0	30
<b>Subject objectives</b>	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_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
	[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_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_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_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	
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	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	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	<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>	
Work placement	Not applicable	

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