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**More agile than the Agility:** 游戏开发者大会·中国

**The secrets of weekly iteration during  
of the development of mobile game**

**Fantasy Westward Journey**

GAME DEVELOPERS CONFERENCE CHINA  
SHANGHAI INTERNATIONAL CONVENTION CENTER  
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# The secrets of weekly iteration during of the development of mobile game

- 01 R & D process
- 02 Iteration of weekly version
- 03 Iteration of daily version
- 04 Experience and lessons
- 05 Q&A

Presented by





## R & D process

From development to release 2013.12~2015.3

Lasted about **14** months

Planning, Programming, Art, UI/GUI

Totally finished over **4000** tasks

Fixed nearly **2000** BUGs



**Team** Including mainly 30+ main team members



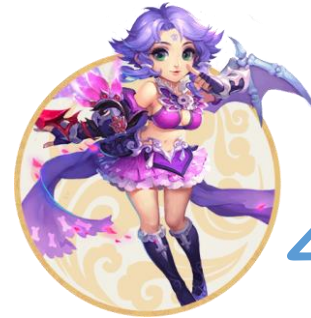
**7** planners



**12** programmers



**7** QAs



**4** UI/GUI designers



# Magnitude

Of R & D content







# Gameplay Major and minor systems

## System

>50+

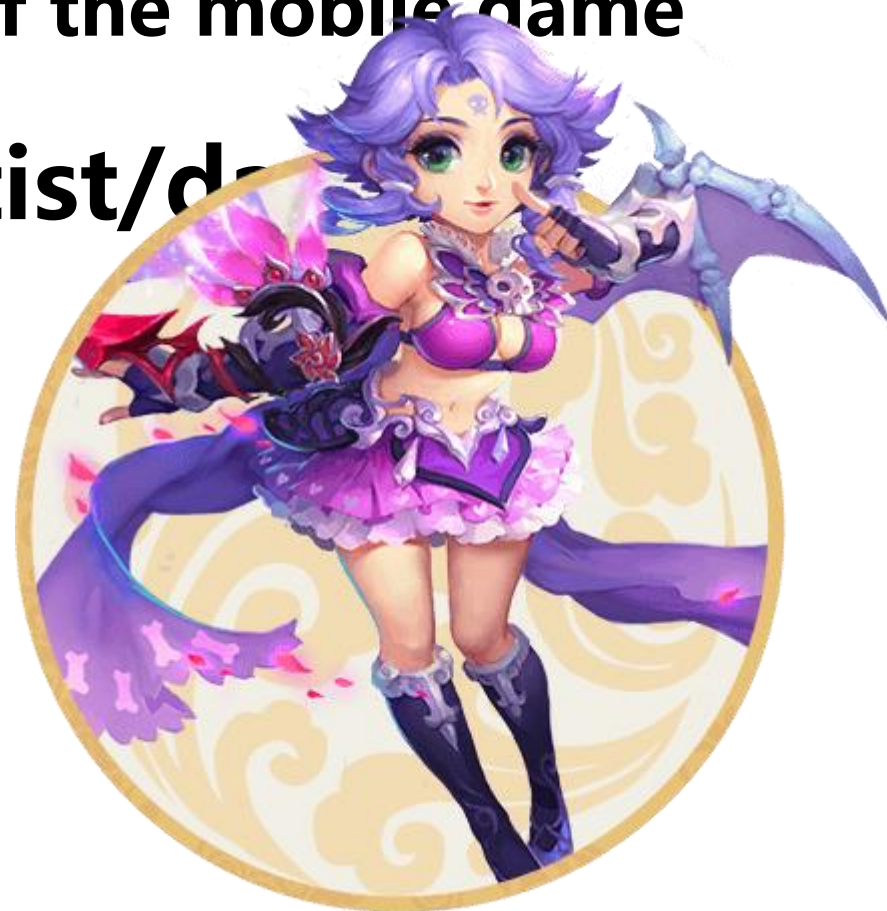




# Art Resources

Re-design and re-make all the art resources of the mobile game

More than **12000** artist/d

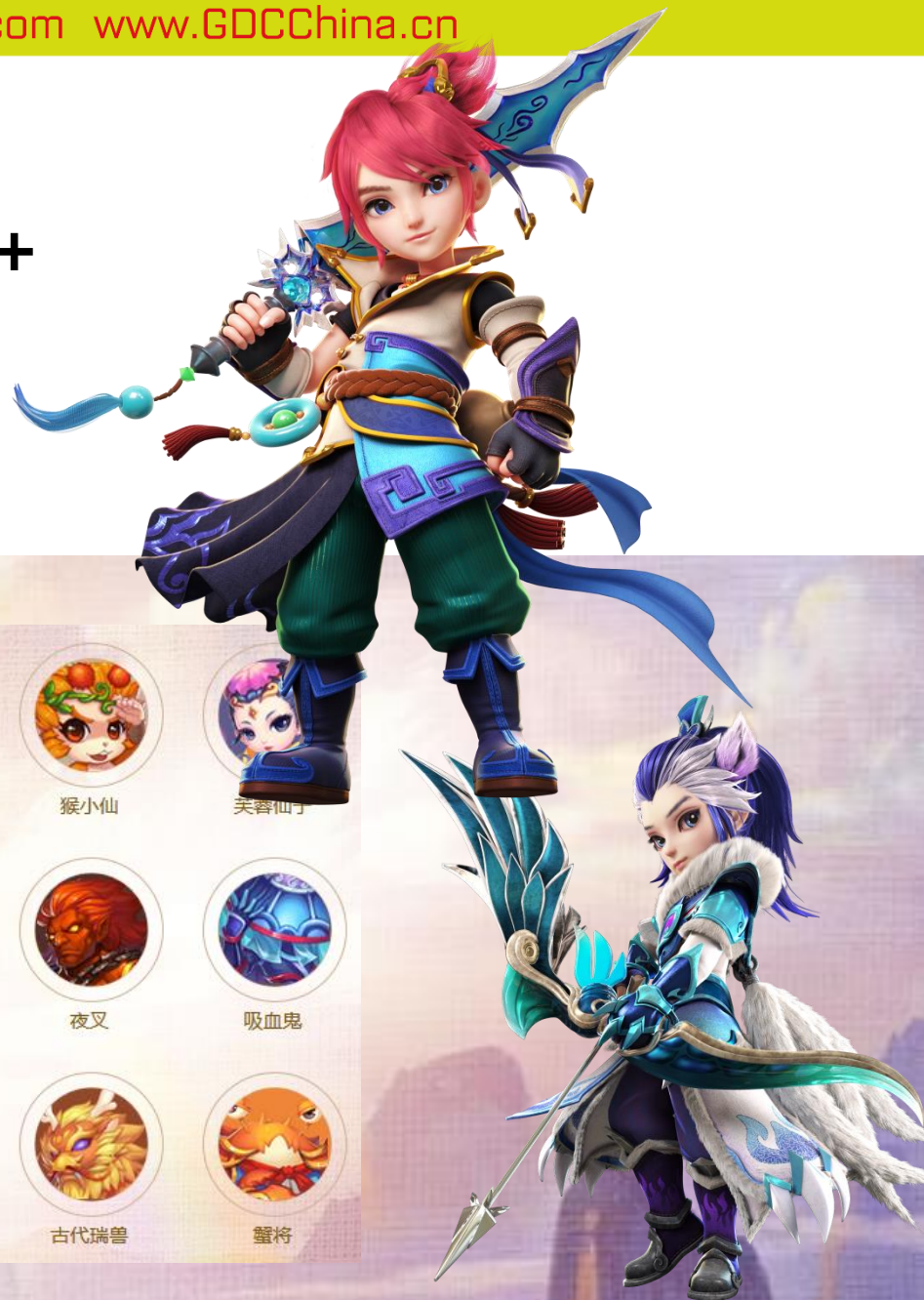






Character More than 130+

More than 4000 artist/day





 **Scene 30+ , >180screens**

**More than 3000 artist/day**







More than **1500** people/day



People/day

Friend 30+

Partner 40+

version

Pet 30+

Mall 30+

Main 30+

Interface 20+

Settings 20+

Skill 20+

Task 15+

Enchantment 25+

Magic 25+

Practice 30+

Chat 30+

Team 25+

Spirit 10+



So , the questions are

During the limited development cycle.

How to continually **iterate** and polish the game

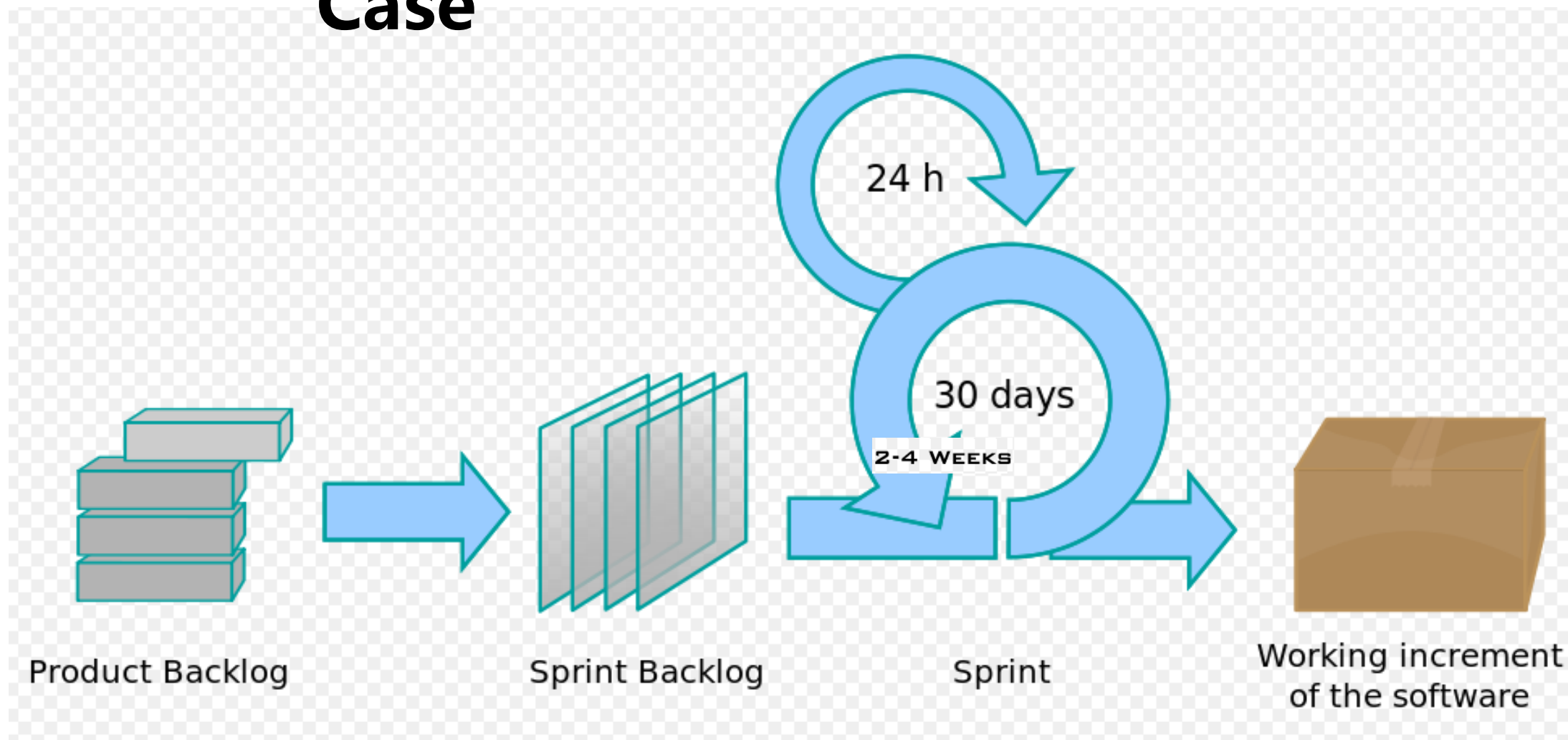
How to improve the **quality** and control the development progress?





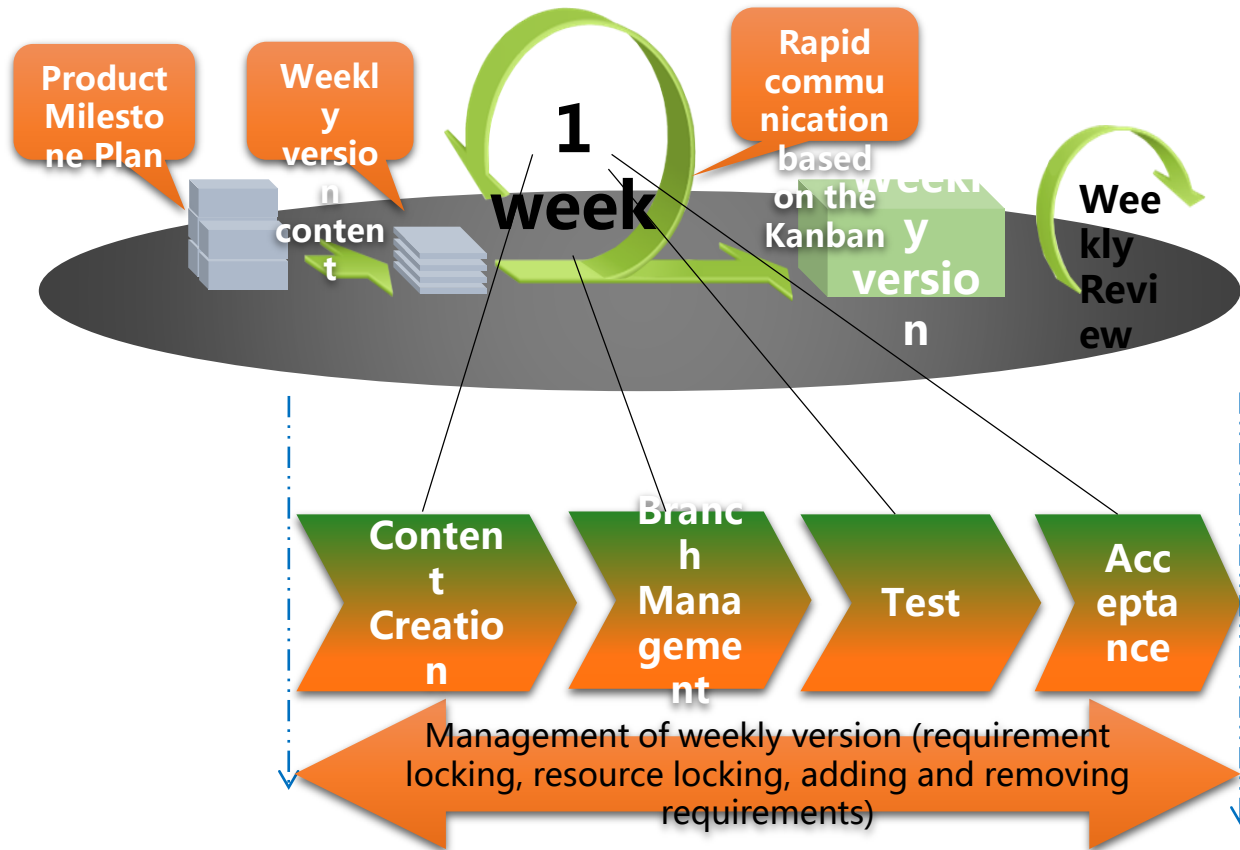


# Traditional Agile practices - in Scrum Case

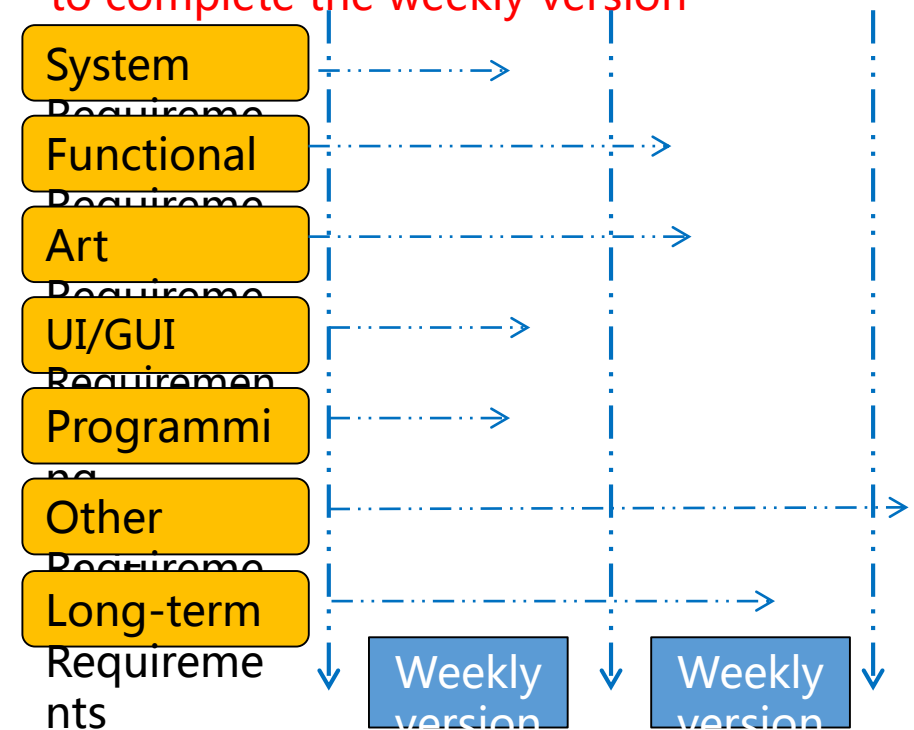




# Weekly Version Iteration



- Core elements of weekly iteration:
  - ✓ Every weekly version **has an authenticated version** of game experience
  - ✓ Continue to iterate based on the previous weekly version
  - ✓ Clear weekly goals for the team: **cooperate to complete the weekly version**





# Product iteration based on weekly version







# Weekly Iteration - Kanban

看版1

项目 G18-《梦幻西游2》手机版 只显示我参与的 保存

待制作区(1)	策划区		程序区		测试区			完成区	待发布区
	策划中(1)	策划完成	待开发(13)	开发中(4)	待测试(12)	无法测试	测试中	等待修复	
#14511 系统与功能	#14586 系统与功能		#14420 系统与功能	#14318 系统与功能	#12998 系统与功能				

看版1

项目 项目-G18-《梦幻西游2》手机版-缺陷跟踪 只显示我参与的 保存

等待修复(4)	等待测试(12)	已修复		发布区
		完成	暂不修复	
#14577 BUG	#13077 BUG			

	源画	制作	动画	打包	测试完成	完成
8/1周	计划	15/19	12/26	1	1	1
	实际	5张待审核 ⑤ 推进审核 ② 退回修改 13	⑥ 动画数据调 ③ 动画制作 ② 待审核 8/21	1		1



# Weekly Iteration - Art Production Plan

月 六月 ▼ 年 2014 ▼ 应用 清除

« 五月 | 七月 »

显示方式： 一周 两周 四周

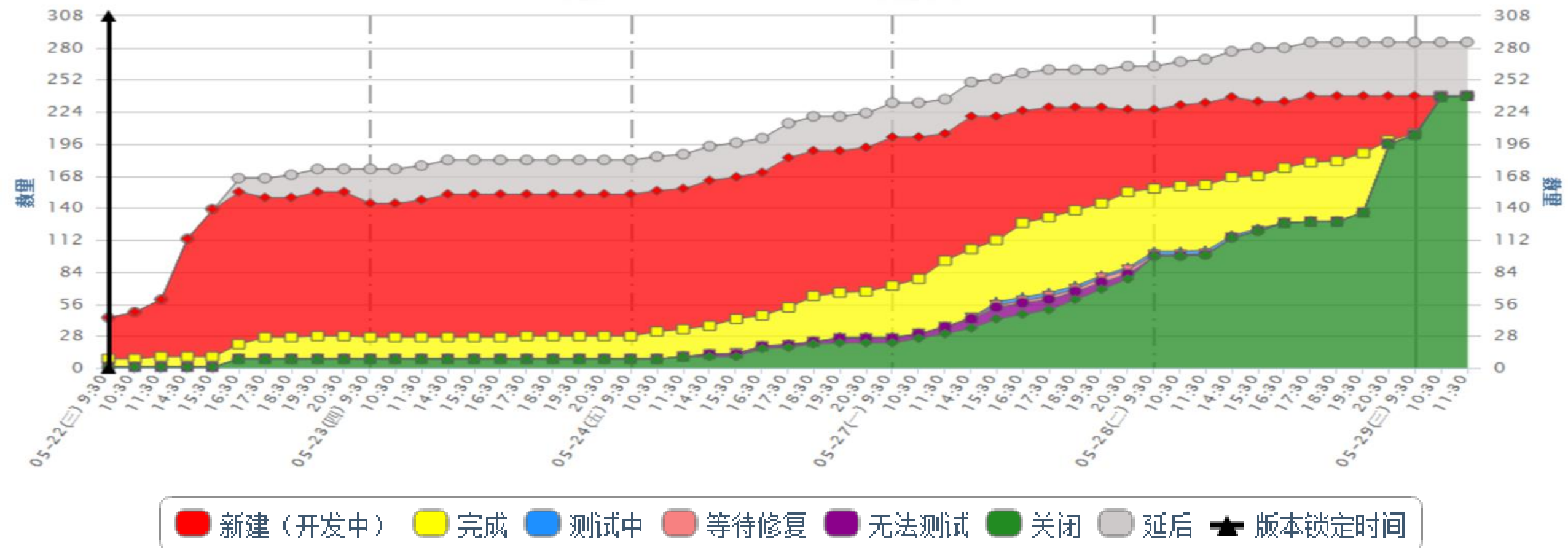
	日	一	二	三	四	五	六
第 22 周	1	2	3	4	5	6	7
	■ #16790: 伙伴 (战斗角色) : 18 个全流程	■ #16790: 伙伴 (战斗角色) : 18 个全流程	■ #16790: 伙伴 (战斗角色) : 18 个全流程	■ #16790: 伙伴 (战斗角色) : 18 个全流程	■ #16790: 伙伴 (战斗角色) : 18 个全流程	■ #16790: 伙伴 (战斗角色) : 18 个全流程	■ #16790: 伙伴 (战斗角色) : 18 个全流程

- ◆ Matching weekly art production plan (visualization)
- ◆ Weekly visible art resources:
  - ✓ Such as alternative sources, original paintings, models, barrier and mask versions
- ◆ Art internal production, art outsourcing production platforms



# Weekly Iteration - Requirement management

状态分布图

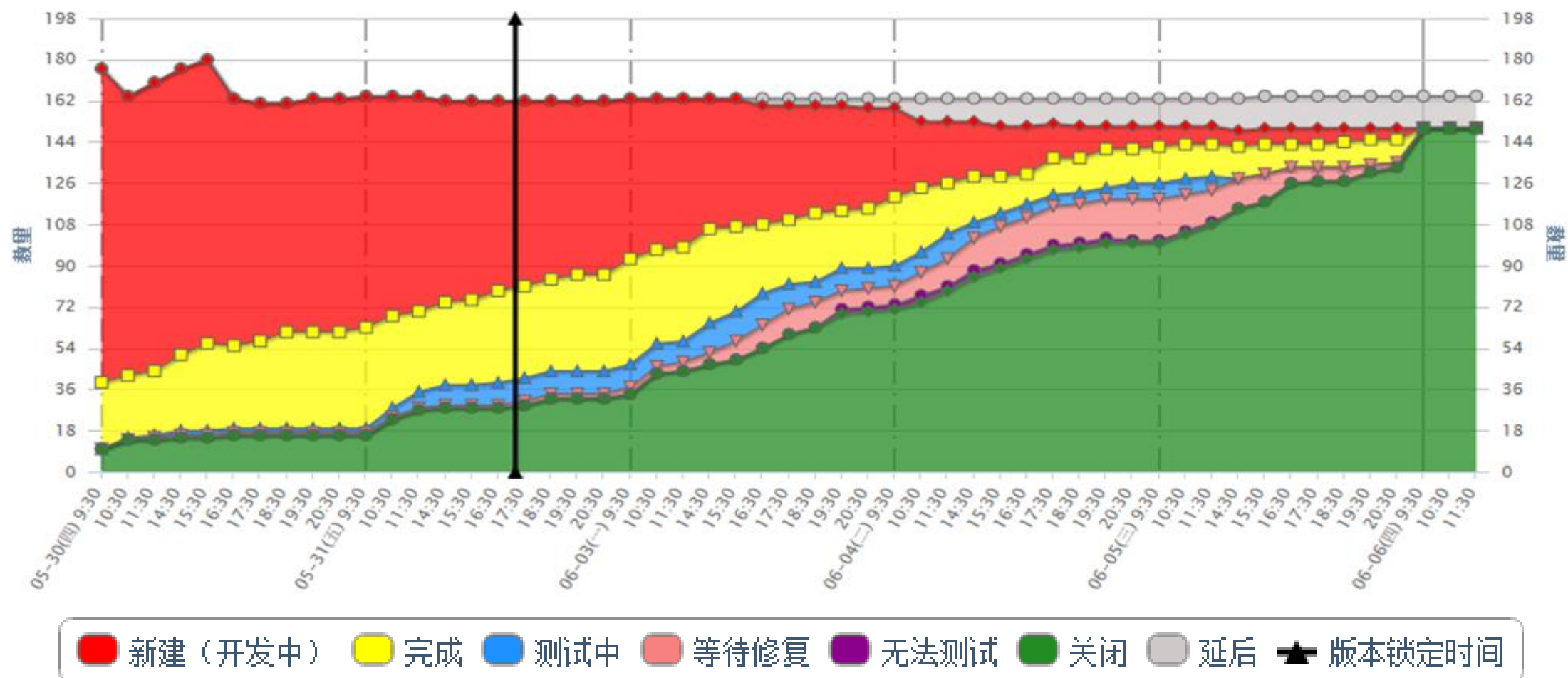






# Weekly Iteration - Requirement management

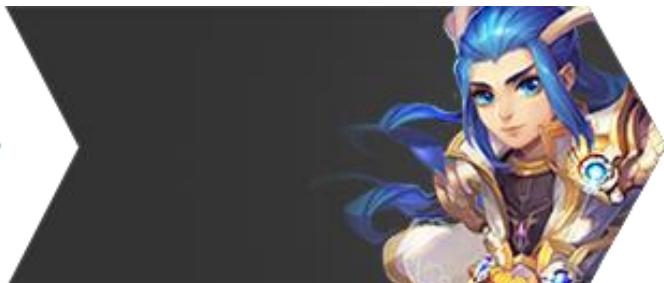
状态分布图





# Weekly Iteration - Conditions for implementation

- ◆ Experienced product producer
- ◆ Mature product team
- ◆ Specialized product PM and art PM
- ◆ Supporting project management and collaboration platform





# Is weekly version agile enough?

Can weekly version  
**fully meet** the product demand?

Can it be **faster** ?







## Supplementation of weekly iteration: daily version/two-day version

During the final stage, the expectations of the team for version iteration include:

- ✓ Can experience the change everyday
- ✓ Can see the results of iteration everyday (can't ensure stable quality)





## Weekly version iteration – Experience and Lessons

- ◆ Efficiency: steady output VS explosive output
- ◆ Iteration cycle is not the shorter, the better
  - ✓ Higher management expense
  - ✓ Higher intensity of work
  - ✓ Sometimes you need time to think
- ◆ Weekly iteration practice also needs continuous iteration.



Cautiously move forward like  
walking on the thin ice.









Q&A

