REMEDY
CS-C2130 Project Proposal

Project Proposal – Game Build Management UI

1. Introduction
Making games is hard. And that means that you won't get things right the first time, or the hundredth time. Which means that there is a large number of game builds being produced on daily basis each containing new features and fixes, as well as new bugs. Various stakeholders in the company need to keep track of the builds, developers themselves need to know when their feature is available for others, QA to know if a fix for a ticket they're testing is out.

Currently Remedy uses JetBrains TeamCity for game build management. For an average developer, especially for a non-technical person, TeamCity's user interface is quite daunting and contains a lot of things that are not really needed in day-to-day operations. We'd like to simplify this and provide users with a nicer way to handle the most common operations like seeing what builds are available, as well as being able to trigger new ones. In addition, it would be beneficial to add additional features on top, like attaching metadata to include additional information about each build, for example, "QA-tested", "Be wary of blocker issue X" etc.

2. Project Goals
The main goal of this project is to create a user-friendly interface to trigger builds, monitor build statuses and download the resulting build artifacts. If there's still time after the most crucial features, a rudimental build registry may be worked on.

Since Remedy is now a multi-project company, access control is a must have feature. Only people working on the target project may have access to the project's builds and artifacts.

3. Technologies
- Backend must be implemented using C# and .NET. An introduction into ASP.NET will be provided if necessary.
- We don't have strong opinions on web frontend technologies. Some of the existing tooling uses Vue, so picking that helps with maintainability.
- Requires integration with TeamCity.
- Requires Entra ID (aka Azure AD) integration. We have ready-made libraries for that, so in-depth knowledge about Entra ID is not a must.

4. Requirements for the Students
- Remedy will provide virtual desktop environments for the team. Own computers are required to access them.
- Remedy will provide development infrastructure for the team.
- There is no room at the office for permanent working space for the team. Meeting rooms can be reserved for the team's use whenever working at the office.
- Basic knowledge of the Git version control system is a must.
- The scope of the project is flexible and can be adjusted based on the skills and enthusiasm of the team.
- All code and documentation must be written in English.
- C# experience is a plus.

CS-C2130 Project Proposal

5. Legal Issues

Intellectual Property Rights (IPR): The client gets all IPRs to the results.
Confidentiality: The client will share some confidential information with the students. Signing an NDA provided by Remedy is required.

6. Client

We have allocated time from our other personnel to assist the group regarding programming, UX and mapping out the requirements. Meeting rooms at the Remedy office can be utilized by the team for collaborative work if the team so wishes.

Remedy Entertainment Plc is a pioneering, globally renowned video game company founded in 1995 and headquartered in Espoo, Finland with an office in Stockholm, Sweden. Known for its story-driven and visually stunning action games, Remedy has created multiple successful, critically acclaimed franchises such as Control, Alan Wake and Max Payne. Remedy also develops its own Northlight® game engine and tools technology that powers many of its games. The company employs over 370 game industry professionals from 34 different countries. Remedy's shares are listed on Nasdaq Helsinki's official list.

Client Representatives

Senior Backend Developer
Jere Nevalainen
jere.nevalainen@remedygames.com
+358 50 411 9885

Lead Foundation Programmer
Jeroen Akershoek
jeroen.akershoek@remedygames.com
+358 45 225 9101