CGP2010M – Game Design 2 - Assessment Item 1

Learning Outcome	Criterion	Pass	2:2	2:1	1st
[LO1] apply theoretical principles in game design practice;	Reflective post-mortem (30%)	The reflective commentary is basic and brief.	The narrative accompanying the design reflects on the practice and principles used in the game's construction.	The reflective narrative comprehensively describes the experience of all aspects of development in a thoughtful manner	A detailed and well written reflective narrative describes meaningful reflection on the decision-making, design and development process in a well-justified and contemplative manner.
[LO2] design and implement a game using appropriate tools;	Design Document (40%)	A basic but coherent game design is presented, related to the theme.	An advanced and creative game design is presented, and the theme is strongly evident. For example, the mechanics, dynamics and aesthetics are explored and the connections between them are explored.	A well developed and mature game design is created, heavily based on the assignment theme in a novel way. For example, the report shows insightful reflection on critical aspects of the mechanics that mediate the play experience	Inventive and creative use of the theme to create a well-scoped and unique game design, showing clear game design theory and practice has been applied. The report comprehensively identifies a number of subtle connections between the various elements of the design framework based on careful reflective examination.
[LO3] demonstrate use of commercial-level design documentation techniques to illustrate game design;	Video demonstration and poster (30%)	A basic poster and video presentation of the developed game showing some reference to concept development, game design practice through basic schematics etc.	A complete poster and video presentation of the development of the game showing stages through concept development, reference images, sketches, layouts, and screen shots, complemented by video of gameplay	A quality poster presentation of the level through reference images, concept sketches, schematics that evidence of use of game design theory. This is complemented by a video that demonstrates all major features of the game in a compelling way.	A high quality, professional presentation of the game, displaying representative elements from all sections of the design and development pipeline. Clear design principles are identified, the work will be of an exceptional quality, and include an excellent video demonstrating this to high quality.
Weighting	Weightings are indicated.				