



UNIVERSITY OF
LINCOLN

Lincoln School of Computer Science

Assessment Item Briefing Document

Title: CGP2010M Game Design 2 – Design Exercise

Indicative Weighting: 100%

Learning Outcomes:

On successful completion of this assessment item a student will have demonstrated competence in the following areas:

- [LO1] apply theoretical principles in game design practice;
- [LO2] design and implement a game using appropriate tools;
- [LO3] demonstrate use of commercial-level design documentation techniques to illustrate game design;

Requirements

This is an individual assignment that requires you to document the design and implementation of a game project.

Your game design should be based on this concept:

George Boole

You are free to develop the game design in any way you feel appropriate within the following constraints:

- Genre: puzzle
- Game Engine: Unity (2D/3D)

You **must** clearly evidence and carefully justify your design choices throughout the process of game design and development.

The submission is in three parts:

- Game design document and post mortem
- Video presentation (2 minutes)
- Poster

This is a design assignment. Higher marks will be awarded for inventive designs, where the game design choices are coherent, well considered, and clearly based on theoretical principles explored during taught sessions. This assessment is designed to be an important part of your portfolio so engagement is particularly important.

The game design document must follow this structure:

1. Analysis of your game in terms of a framework such as game design patterns or MDA. (1 page, plus diagram if needed)
2. High Concept of your own design (e.g. “back of the box” description) (1 page)
3. Detail of design process. Based on your analysis, describe using evidence how your design can be evaluated and the features that are introduced. Use flowcharts, diagrams or sketches to illustrate your answer. (up to 10 pages)
4. A post-mortem (a reflective view of the design process from your personal perspective). (1 page)
5. The video URL.

The poster should follow these guidelines:

The poster must be in A1 landscape format. The posters will be displayed in the labs as part of the presentation sessions. The poster will illustrate your game concept and design, using screenshots, diagrams, sketches and text. This will be presented to the course team for assessment.

The poster is accompanied by a 2 minute video that illustrates the game concept and shows gameplay.

The video should be posted on YouTube and follow the style typical of Steam Greenlight videos, for example:

“Skip the splash screen and formal introductions and get right to the point. Don't bother talking at great length about the game. Instead, let the gameplay speak for itself. Do, however, feel free to inject trailer-like aspects into your game, such as voice overs and meaningful transitions. Recently Greenlit game You Are Not the Hero does an excellent job of this.”
(<http://goo.gl/FPjyyd>)

Note that although you are expected to implement your game to a prototype standard, you do not need to submit code for this assessment.

Useful Information

This assessment is an individual piece of work. Your work must be presented according to the Lincoln School of Computer Science guidelines for the presentation of assessed written work. Please make sure you have a clear understanding of the grading principles for this component as detailed in the accompanying Criterion Reference Grid.

If you are unsure about any aspect of this assessment component, please seek the advice of a member of the delivery team.

Submission Instructions

The deadline for submission of this work is included in the School Submission dates on Blackboard.

The formal submission for this assessment is in two parts:

First, through formal presentation of your game.

This will be organised in the labs, and include

- A poster, in A1 landscape format, which demonstrates the game concept, mechanics, and development process.
- A 2 minute video “launch trailer” for the game that demonstrates gameplay, mechanics and the theme

Secondly, through Blackboard.

The design document and reflective post mortem. Please also include a copy of the poster (resized to A4), and submit the combined document as a single PDF as the Blackboard submission.

Make sure to include your name and student ID on the poster, video and the design document.

The short video should be captured with free software such as Screencast-O-Matic (<http://www.screencast-o-matic.com>). Download and install the software. Using the ‘free version’, follow the instructions to capture your video. When the video is complete (no greater than 2 minutes in length), select ‘Upload to YouTube’. Upload your video as an ‘unlisted’ video (this allows us to see the video, but only when you tell us of its URL). Full, illustrated instructions for this process will also be available. The video should show your game playing while you describe the gameplay, the mechanics and the theme. You **will not** be assessed on the quality of the recording.

DO NOT include this briefing document with your submission.