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| **Module Code & Title:** CMP1904M – Games Development, Assignment Item 2 |
| **Contribution to Final Module Mark:** 70% |
| **Description of Assessment Task and Purpose:**  For this assessment, you are required to **design,** **develop, and implement in Unity3D** a playable prototype game following the accompanying design document, **including** your planned changes from Assessment Item 1.  The submission **requires** you to include the core elements regarding Player character, Foes, Levels, Bonus Items, Camera, God Mode, Visual Theme & Aesthetics, Sound, and Music. They are laid out in the game design document.  **Additionally**, you **must** significantlyexpand upon at least two of the mechanics from the game design document:   * You **must expand and implement** the main mechanic of “*two unique abilities or special moves*”. It is highlighted within the game design document. * You **must expand** **and implement** another secondary mechanic of your choosing from the design document.   In addition to designing and implementing a game, you must provide a **document** that contains the following:   * A list of keys to playing your game. * A comprehensive description of the expanded mechanics in your implementation. you **must** include any information about your mechanics needed to enjoy your game fully. * At least two (2) screenshots (max. four (4)) that best express the essential features of your game. Each screenshot has a very brief description of what it shows.   The CRG attached to this assignment brief details the marking criterion and the elements you must demonstrate to complete this module’s learning objectives.  This assignment welcomes further personal additions to your game and accommodates the creative use of any personal expression. You may go beyond the requirements of this assignment to explore any Unity techniques that inspire you. Nonetheless, you will only be marked according to the CRG.  This assessment aims to judge your knowledge of the subject area of game development and your ability to understand the complete game development process. |
| **Learning Outcomes Assessed:**  [L01] Demonstrate understanding of the concepts, methods, and approaches to developing video games using a commercial game engine.  [LO2]: Interpret industry-standard practices in developing a video games artefact.  [LO3]: Apply problem-solving and strategies to develop robust implementations of video game mechanics. |
| **Assessment Submission Instructions:**  You must submit two items for this assignment:   1. A document in \***.PDF** format. 2. A \*.**ZIP** file containing a built executable of your game.   Staff **may** request all the game source codes and assets of your submission. Staff will not mark the game sources directly, but they will be used for evidence chain and plagiarism checks.  The assessment must be submitted through the Blackboard upload area for this assessment item. You are responsible for ensuring that you submit your assignments before the appropriate deadlines.  Academics will not tell you the dates for submission. These can be accessed via Blackboard. You should be sure to check this document regularly for any changes since some changes may occur throughout the academic year.  Staff will communicate these through the Announcements system on Blackboard whenever changes occur.  Please ensure you clearly understand the grading principles for this component as detailed in the accompanying Criterion Reference Grid before submitting the assessment.  DO NOT submit multiple files  DO NOT include this briefing document with your submission. |
| **Format for Assessment:**  This is an individual assignment. Your work must be presented according to the Lincoln School of Computer Science formatting guidelines for the presentation of assessed written work. The final submission must be in the form of a single **PDF** document. It must be submitted through the Blackboard upload area for this assessment item. Other formats will be rejected.  DO NOT compress your report document; please submit a single PDF.  DO NOT include the briefing document or CRG as part of your submission.  DO NOT submit PDF files larger than 25MB. |
| **Additional Information for Completion of Assessment:**  The delivery teams strongly recommend that you strictly follow these points:  Before you engage with this assignment, you **must** fully read through the game design document that can be found on the blackboard. You must ensure that you fully understand the structure of the game. Also, you must fully read and understand the CRG document.  Bear in mind that you are **required** to expand at least two of the core game mechanics, but you have the opportunity to create a more complex experience through expanding other core mechanics.  You may use any assets or scripts you have developed in your workshops. You may also use any graphics assets for user interface elements or existing Unity scripts that you can find online, provided that you can do so legally (regarding copyright) and that you reference them in your written report. (It is paramount to reference them!). You are reminded that you **must** follow the Visual Theme & Aesthetics, Sound, and Music as laid out in the game design document. |
| **Assessment Support Information:**  Assessment support will be provided through workshops and delivered module content. You can also email the module coordinator for guidance regarding this assessment.  If you are unsure about any aspect of this assessment component, please seek the advice of a delivery team member via Email. Please make sure you clearly understand the grading principles for this component as detailed in the accompanying Criterion Reference Grid. |
| **Feedback Format:**  Feedback will be given to you through Blackboard. You will be given formative verbal feedback during the workshop/lecture sessions. Additionally, 1-on-1 face-to-face feedback can be obtained on request. |
| **Date for Return of Feedback:**  You can find the date for the return of feedback in the School Hand-in Schedule, which is available on BlackBoard under the Assessment page of this module. |
| **Knowledge & Skills Assessed:**  *Referencing, Techniques and Skills Subject-specific knowledge.*  *Creativity, problem-solving, and effective time management.*  *Self-management.* |
| **Important Information on Dishonesty & Plagiarism:**  University of Lincoln Regulations defines plagiarism as 'the passing off of another person's thoughts, ideas, writings or images as one's own...Examples of plagiarism include the unacknowledged use of another person's material, whether in original or summary form. Plagiarism also includes the copying of another student's work'.  Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. Students are directed to the University Regulations for details of the procedures and penalties involved.  For further information, see www.plagiarism.org |