CMP1904M Games Development Assessment Item 2

| **Learning Outcome** | **Criterion** | **Pass** | **2:2** | **2:1** | **1st** |
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| [L01] Demonstrate an understanding of the concepts, methods, and approaches to developing video games using a commercial game engine.  [L02] Interpret industry-standard practices in developing a video games artefact.  [L03] Apply problem solving and strategies to develop robust implementations of video game mechanics. | Implementation of Design (50%)  [LO1, LO2, LO3] | An attempt has been made to implement some of the features following the game design document. | The main design features have been implemented, and the game runs with only minor errors or small issues, constituting a playable game. | Most of the mechanics and game features have been implemented correctly, and the game runs without error or with only very minor issues. The game is close to a complete and tested implementation. | All of the design features have been implemented and run without error. The game represents the complete implementation of the game design document and a complete game experience. |
| Implementation of expanded mechanics (30%)  [LO1, LO2, LO3] | A playable compiled executable that runs correctly with some errors.  An attempt has been made to implement an expansion of the main mechanics **and** at least one secondary core mechanic. However, they are not fully implemented and may contain bugs or errors. | The game has had the required mechanic expanded and at least one core mechanic expanded on.  The expanded mechanics are near feature-complete but may have minor bugs or errors. | More than two mechanics have been expanded in addition to the required mechanic.  The expanded mechanics design extends the gameplay logically and has been implemented to a good standard with no errors or only very minor issues. | More than two mechanics have been expanded upon in addition to the required mechanic.  The mechanics are advanced in their implementation and expand upon the gameplay in a logical and novel manner.  The expanded mechanics have been implemented to a high standard and could be considered feature complete with no errors or bugs during gameplay. |
| Production Quality (20%)  [LO2] | There is evidence that some attempt has been made to produce a playable game. | There is some attempt to use game assets cohesively.  Some aspects of the game have been produced to a good standard. | The assets limitation has been used creatively and appropriately to create a good player experience.  The game is playable and engaging and could be further developed into a high-quality game. | The game is polished to a high standard suitable for a professional portfolio item.  Excellent thought has been put into producing a high-quality player experience.  Additional embellishments have been added to enhance player experience and feedback. |
| **Weighting** | The weight for each criterion is given in parenthesis in the criterion description. | | | | |