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[Computer Games Technology]

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CMP4271 PROFESSIONAL PRACTICE FOR GAME dEVELOPMENT

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**0.0: Abstract**

“Professional Practice for Game Development” evaluates the ability to develop ideas, refine and present the solutions in an effective way. “Professional Practice” is a solid statement that defines skills to be considered for employability; associated with “Game Development” to acknowledge skills for development in games, in this day and age it refines having the ability to solve and present solutions. Games are developing over decades, from joy to educate to employment, the transition of computer games have enhanced, and within this report, provides ground opening on game ideas created by students working together side by side, providing solutions and results of the progress for game development.

**1.0: Territorial Acquisition**

**1.1: Game Overview**

“The game should be for 2-4 player, design using internet-based resources. Theme game should be based around historical territory acquisition”.

**1.2: Premise**

The game is a multiplayer of 2 to 4 players, and the idea of the game, the first person to collect the points, before the game is over. The game is over when all points are collected by one player before the others, it’s like who gets the points first and the player that collects all and with the most points wins. The name of the game is “stay 2 tile-dots away”, working through the game, decide to create the game idea due to the relatability of the game within the current climate change of the world. Game would resonate with a core group of a target audience as the whole world can relate to the current situation, and having that idea brings in attachment to the game of portraying emotions. A game with meaning is always a good attraction.

**1.3: Mechanics**

* 2 dice
* 16 player tiles
* 1 dotted game board
* 64 cards
* 4 playing pieces like icons

**1.4: Rules**

The overall rule is to compete against the other players to gain the most points by the end of the game. This can be done through collaboration, solo work or even betrayal. Begin the game by deciding which game mechanic is taken and place the game piece on the board. The highest roll out of the players goes first, then in descending order. Roll the dice to make player go around the board, collecting points and cards which can either aid or hinder player. These can also be traded with other players; must stay 2 blocks away from any other player otherwise this can result in loss of points and resetting games progress. The mechanics like point system; gaining more points than the opposing factions in order to come out on top. Cards/Chance; these allow the players to gain a pint/tactical advantage over the players. Trading: this allowing player to put useless cards to good and use them by trading with other players.

**1.5: Materials**

* Unity engine - for game mechanics.
* Maya - model the game board.

**1.6: Gameplay**

The game is played through a playing board, so place the board flat onto a surface in view of all the players, then shuffle the deck of 64 cards and place them in the middle of the playing boards, visible to all 4 players, once the game mechanics are selected then place them onto the board and begin playing. The cards that are placed into the middle of the board, theses will get drawn by the player and can either be a positive or negative effect upon the player and their tiles.

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**1.7: Playtesting**

All team members decide to test the game, by running through the game, looking at each individual aspect and mechanic, discovered that the game plays smoothly, while play testing discover that if needed to test it by using anonymous players, to give a wider conclusion on the aspects of the game. However due to the time constraint were unable to test it amongst others but our team. However, there could have been a bit more variety of options to choose from, through the game mechanics like the cards and dice aspect of the game.

**1.8: Problem Solving**

Working In the group of 3 drives effective positive outcome, the team begins with deciding how to share idea digitally and using google documents presentation, the flexibility of working together, and commenting on each other’s ideas, to work together and add to the game project task. The experience gained from teamwork is effective, being co-operative on the task effectively, gives out positive attitude towards working with others in terms that allows participation with the task more and it makes it more engaging. Overall discussing each other’s points of inputs and sharing ideas on coming up with the game name was challenging but working together and to come me up with a game that everyone is happy with, brings joy.

**1.9: Reflection**

Teamworking was fun, and very interesting, the team members coming up with ideas and throwing in ideas that were popping in and being excited and working towards seeing the end goal. However, what could be improved could be the time management, not having enough time for play test and gathering input from a wide range of people, instead of the members within the team, have a different insight

**1.10: Team Members**

Saira Mahmood, Samiul Bari and Connor Hadley.

**2.0: Skill and Chances**

**2.1: Game Overview**

“This is to a game of skill to liven it up by some element of chance”.

**2.2: Premise**

The game is based on noughts and crosses with cards, just to add a tiny twist. The idea is to flip a coin, the player is to pick either heads or tails to state who goes first. The game is similar to the noughts and crosses, however if the player gets 2 in a row, they will draw a card that can either help or hinder them. When the player gets 5 in a row they win. The cards are to either help or hinder players and there are some harmful cards so players will have to decide whether or not to take the risk. The game name is “noughts and crosses with cards” so the concept gives the idea of the game to the players.

**2.3: Mechanics**

* Unity engine - to make the game
* Cards - help from designers
* Shape pieces - for noughts and crosses.

**2.4: Rules**

The rules are played using chance cards now there are 9 different cards in the game, some of them will portray a positive effect either to help the player, whilst the other cards will give out a negative effect on the player that will remove piece of the board. However, there are also some that maybe be a negative or positive depending on how the card is being used, so there are chances. The 9 cards are place non-adjacent piece, replace own piece with component, draw 2 cards, remove any 2 pieces, remove one of the pieces, remove one opponent piece, skip turn, swap 1 of the pieces with an opponent’s piece.

**2.5: Materials**

* Playing board
* 5 by 5 grid - filled in with the noughts and crosses.

**2.6: Gameplay**

However, chose a 5 by 5 grid as it still allows the player to win diagonally, horizontally and vertically with the number of tiles needed to win, while allowing the player to confuse the opponent by misplacing on purpose. Hence, the card pile rectangle is used to show that the card pile is not put on the main board but placed anywhere appropriate and these will get drawn by the player and can either be a positive or negative effect upon the player and their chances.

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**2.7: Playtesting**

During the playtesting the options of 3 to draw cards/5 to win and 2 to draw cards/4 to win to see which was more effective. Also, it was found that the 5 to win game lasted much longer, almost dragging on slightly compared to the quicker thinking 4 to win game. The games cards were also found to be slightly more beneficial to the drawer, so balances will need to be made there.

**2.8: Problem Solving**

Working in a team of 4 is challenging and exciting at the same time, all communications were done online, and began by sharing ideas on noughts and crosses and how to add game mechanics, coming up with ideas like Tetris and having the noughts and crosses shapes as Tetris rather than X O or maybe have X O as main opponents, the team were adding a lot of ideas to it. However, deciding at the end to actually see what works and what will be good within the game, was impressive. Overall working with the team, was a good experience, team participated in the overall task and making sure each had been assigned to a task, each discussed the game mechanics.

**2.9: Reflection**

Overall, happy to say that it was an exciting task and had a lot of ideas towards the team members and it was interesting to see everyone respond and give feedback whether, they agree or don’t and how to implement the idea negatively or positively and at the end the task, it was a good insight. Hence, could improve more in play testing amongst others to gain more objective of the game.

**2.10: Team Members**

Saira Mahmood, Alyssa Daniel Lamb, Jamie Soden, Callum Weaver.

**3.0: Strategic Skill**

**3.1: Game Overview**

“Create a game where the players have to work together to defuse a ‘bomb’. Use a time limit where the bomb blows up and the players lose if they take too long”.

**3.2: Premise**

The game premise is based on the rule of the bomb called smash explosion; the team must defuse it by rolling at dice 6 sided along with the number the role indicates the bomb must defuse. The Bombs are all different. The only person chosen as a diffuser can look at the bomb. The other team members must use the defusal manual to help the diffuser defuse the bomb. The team is given 3 minutes to defuse the bomb. Set the timer manually once the game starts. The team must obey the rules, or the bomb will go off instantly.

**3.3: Mechanics**

* 3 minigames.
* Each minigames should be completed else the bomb will explode.

**3.4: Rules**

**Maze**

The rule for this is when the green circle allows players to identify each maze. The diffuser must navigate the blue dot to the red dot on the map by moving one space at a time. The assistant must help the diffuser avoid the black lines and make it to the red dots by providing the directions.

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**Wire Sequences**

The wire sequences are the fire minigame that appears on the bomb, assistants must help the diffuser cut the correct wire to defuse the bomb. Once the correct wire is cut, the module is defused. All the information on wires can be found on the defusal manual.

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**Emoji Keys**

The emoji keys are a game played when to look for the 4 emojis in the column seen in the defusal manual. If successfully spotted the 4 set of emojis similar to the column seen in the defusal manual succeeded in defusing this module.

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**3.5: Materials**

* The game is a box with all 3 sets of the minigames
* Maze, wire sequences, emoji keys and a bomb

**3.6: Gameplay**

Once the games are completed, set games in the place of the bomb so player can defuse it, else it explodes. The game is played by using the defusal manual guide.

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This is the image of the bomb that needs to be diffused once all the minigames are played successfully, if not the bomb explodes.

Diagram

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**3.7: Playtesting**

The team found that the strategic skills played in the game is actually really impressive. However, could use a wider audience to play test the game to get a fairer response and detail of how well the game is along with critics.

**3.8: Problem Solving**

The experience gained working in the team for the strategic game was impressively exciting, solving the problem of how to implement an idea and build it, was impressive. From the beginning going from having no idea, to choose a twitch skilled game or a strategic skilled game, is a problem solved. Therefore, players need to decide working on a strategic game, breaking it down 3 games into minigames.

**3.9: Reflection**

Upon reflecting on the team, being co-operative, and helping one another on the idea of the game, for example struggling to understand the concept of the game and having team members to assure each other by explaining it from the very beginning and how it could be put into own ideas, for example emoji keys came from the idea of the symbols and team members decided to use emojis instead of symbols. Therefore, having a team that supports and takes time out to ensure to understand the project, can really help bring in other ideas and implement it. Overall, enjoyed working with the team, all overly supportive and passionate on the game idea based on how to make it strategic.

**3.10: Team Members**

Saira Mahmood, Bennon Franklin, Danyal Mahmood.

**4.0: Play Testing**

**4.1: Game Overview**

“Strategies for an online serious game (of own choice); in this case chosen Papers, please”.

**4.2: Premise**

The game idea is based in a fictional world in which players must work as an immigration inspector that is tasked with evaluating people and deciding whether to allow them in the country or not. The name of the game is called “Papers, please”, and the game allowed the team to view the reactions of many different people and how each approach the game.

**4.3: Mechanics**

* Rulebooks
* Papers

**4.4: Rules**

Game for “Papers, please” is based on rules given in the rulebook, and players have to follow each set of rules.

**4.5: Materials**

* Game “Papers, please” – developed for OS X (now macOS).

**4.6: Gameplay**

The game is played by players evaluating decisions, and that players were only able to progress far until hitting a wall that players could not pass. It was also found that would often sympathise with the immigrants and would seek to help others at the cost of being punished by the company. While playing the game, many felt the nation was wrong and that the nation was far too oppressive of its people and foreigners. However, “Papers, please” game could be done differently in the future, for example the team could find a game with a playable version as currently the game has no playable aspect, and the team could only read about the game.

**4.7: Playtesting**

Found from play testing amongst the team, evaluated that in the future the team decided to expand the group, many people are young teenagers, and in the future, would seek to get the older generations to evaluate and compare the difference in views provided. Therefore, the game should be more interesting a less decisive, as it can get boring. Overall, it’s an interesting thinking game.

**4.8: Problem Solving**

Working on this task with the team, was impressive, all decided to choose a game and evaluate it amongst each other, and choosing “Papers, please” after some time reading through other game, finally chose “Papers, please”, and working with the team made problem solving exciting, and could do this effectively with each task provided. This is because, learning from mistakes and learning from how to solve problems more professional within teams, needs that open experience to explore and widen confidence and ask questions and again solve together, found evaluating the game “Papers, please” fun and interesting to engage with.

**4.9: Reflection**

What went well in the session of play testing a current game called Papers, Please was reading through the requirements of the game, and then decided going ahead with learning more about this game, were constantly asking each other questions, if understood the game mechanics, felt a bit unsure what the game was trying to portray as the rule book was very detailed and just scattered, but eventually understood the concept of the game and that was due to the team being effectively responsive to all questions, and working together to get more of an understanding.

**4.10: Team Members**

Saira Mahmood, Bennon Franklin, Danyal Mahmood.

**5.0: Client Meeting**

**5.1: Overview**

“In groups – given a scenario which is based around an idea for a game that a client has asked for”.

**5.2: Premise**

The game “Supermarket Sprint” is an idea for a mobile game intended to play by families, the game is very much an addictive competitive game, very much like an arcade game, where the players scan barcodes on products in their household or in the supermarket to obtain tokens based on the items health ratings and it has effects on the ecosystems.

**5.3: Requirements**

The requirements were effective, as the idea of the game was based on bringing people closer when competing with one another especially families, think of it as a treasure hunt for bar codes but everyone getting involved. Hence, objective was effective in terms of client’s income, they aim to make 20K – 30K in profit within first year.

**5.4: Acceptance**

Yes, the final idea was accepted by the commissioning team and the audience, the audience liked the idea of the game bringing families together, with being competitive. The income made through advertisement and in app purchases, such as no adds for £3 and a double token to boost sales of game, hence being a free game, it will entice others to play which will target more income, making it more accessible to a wider community, so the commissioning team were happy about it.

**5.5: Feedbacks**

The result of the feedback would be taken into account, as to improve the game flexibility the team needs to join wider community’s so having a wider audience could potentially allow better functionality feedback of the game, so the feedback will be taken into account to ensure we meet client standards.

**5.6: Problems**

Yes, there were problems encountered, to produce the game client will need a budget of £10,000. This budget will be used to fund out a team of enthusiastic and experience developers to ensure the game is made well. Firstly, clients did not know how to reach for the required budget of the game, so not knowing this would affect the product as an overall to being produced, effectively with solid help. Therefore, whilst the budget will help go towards maintaining the network and coming up with regular updates, did cause intense pulse between the clients, as it’s a highly essential functionality that needs to be included in the whole process of the game.

**5.7: Improvements**

To allow creativity to be flexible without limitations of the budget was concluded, because we need that motivation amongst each other to creating the game prototype to ensure the funding is accepted. To include artists in designing the overall game aspects to give players a good feel of the game overall. Therefore, coming up with the game was difficult and clients did overcome them through maintaining strong connection as a team.

**5.8: Team Members**

Saira Mahmood, Ben Miller, Reece Taylor.

**6.0: Character Story**

**6.1: Overview**

“In your team select (not your original ideas) one characteristic from each of the above categories”.

**6.2: Characteristics**

* **Physical Appearance -** 6'2 silver hair, dark blue eyes, well built, male.
* **Personality and Behaviour -** Serious, detached, confident, highly intelligent, aggressive in battle, troubled past.
* **Skills and abilities -** Agile, quick attacker, pretty weak with brute force.
* **Role within game -** The main Protagonist.
* **Interactions with companions -** Companions all work for him, scared of him, only speak when spoken to, all respect him as their fearless leader.

**6.3: Storyline**

**Story (Part 1 - Start)**

The protagonist is born into a royal family that have really high expectations. The protagonist was born a weakling and frail, thus making him a target by his siblings and relatives. As he grew up, he was bullied and abused by his siblings for being so weak and the only person that cared for him and was able to protect him was his mother. His mother would always spoil him with treats and showed him more affection and love compared to the other siblings. One day, the mother was killed, and this left the protagonist in deep despair. After this incident, the abuse that the protagonist was getting became much worse and it got to the point where he could not sleep without having one eye open. One night, the protagonist overheard his father talking to his eldest sibling about the death of their mother. He heard that his mother’s death was plotted by his father and his eldest sibling and heard his father praising his sibling. This filled the protagonist with rage and following that night, he was exiled from the palace and he swore to his family that he would get revenge for his mother and overthrow the King.

**Story (Part 2 - Middle)**

15 years have and the protagonist is now 30 years of age. Throughout the 15 years, the protagonist met people who have piqued his interest and now the protagonist has decided to start up a guild. He has recruited the people that he met within the 15 years and he has started to prepare for war against his royal family. He has recruited 10 soldiers he believes can go grow and become strong men to help him overthrow the current King. For the next year, he trains his men to become the strongest they can be, and they build up respect for the protagonist and they are aware of how important this is to the protagonist, so they pledged their life to him in order for him to regain the throne as the rightful heir. The protagonist comes across many difficult obstacles within the year of training but overcomes them with ease. The year has passed, and the protagonist and his men are ready to go to battle against the current King. Will they succeed in overthrowing the King?

**Story (Part 3 - End)**

The time has come for the protagonist to reclaim his throne and take revenge on his own family that wronged him so many years ago. With his trusted allies he marches on his old home, ready to do what it takes to end it once and for all. The enemy blows a war horn signalling that the enemy is taking it seriously. They run as fast as they can towards the enemy, with their weapons raised high. [BIG FIGHT HAPPENS, lots of death] The protagonist slaughters each member of his family like they meant nothing to him and came face to face with his father. Who he beheads in an intense battle of clashing swords? He reclaims the throne and promises to undo all the tyranny of his family and start a new age for the kingdom.

**6.4: Facilitate the story’s progression**

The reason for choosing the characteristics stated above, were because producing a story that aligned to the imagination and deciding that it fit the storyline perfectly. The whole story and the outcome came together greatly. Hence, it suggests that the play mechanics that would facility the story’s progression would be using a real engine Unity, as it would portray a good user experience, for completing each stage of the story in 3 levels, aligned to the storyline.

**6.5: Team Members**

Saira Mahmood, Callum Weaver, Samiul Bari.

**7.0: Digital to Physical**

**7.1: Game Overview**

“Select a historical video game to interpret. One that has a strong narrative and character development are best suited to this process.”

**7.2: Premise**

The idea behind the choice of game was to create a battle royal experience on a physical level through the use of a board game. It will be a large map with several players that will be randomly distributed through the map, the map will be made up of tiles that will have equipment cards distributed randomly across that will provide people with different types of attack or tactical options. The players will all have a character sheet that will contain information such as health, inventory space and armour. The goal is to be the last one standing.

**7.3: Mechanics**

* PVP Combat Gameplay
* Looting System

**7.4: Rules**

* Rarity System
* Cover and Terrain

**7.5: Materials**

* IW engine
* GtkRadiant by id Software

**7.6: Gameplay**

PVP style gameplay in which they are allowed to collect different weapons and equipment in order to better their chances of winning a battle. Travelling across the map, encountering different terrains, buildings and covers in order to aid them in combat. Tactical decision making between each player, selecting different weapons based on loot drops that become available to the player throughout the game.

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**7.7: Playtesting**

Found that travelling across the map is rather easily done as this can be controlled using dice rolls that allows the player to move from space to space throughout the varying terrains. Tactical decision making will still very much be a huge part of this game as the players must select which equipment they take into fights as well as where they decide to move along the map and ultimately where they start a fight. Whilst a typical PVP would not be achievable within this particular type of game, there will still be PVP elements within the game, making use of the tactical equipment provided to the player.

**7.8: Problem Solving**

While the original game is largely skill based with a bit of luck, it is difficult to translate to a board game. It was decided to utilise die rolls to determine movement and damage randomises the outcomes, while using both terrain and equipment effects that supplement these rolls to make player decisions more important.

**7.9: Reflection**

However, reflecting on the card deck for equipment to be randomly distributed through the map with rarer cards having less copies in the deck. This is done to simulate the random looting system and encourage the players to move in order to obtain better and more diverse equipment. Character sheet is given to each player to display both health and armour, with a limited inventory space so players cannot continually pick-up cards and have to decide on the importance of items and whether to risk leaving them around for other players to pick up.

**7.10: Team Members**

Saira Mahmood, Connor Winspur, Connor Hadley.

**8.0: Reflection**

In order to be professional and employable, the skills are to be enhanced, from working in teams as shown within this report, a lot of important valuable skills are developed. These skills are to be progressively effective in communication and teamwork, as noted taking feedback and reflecting on several behavioural skills adapting and challenging team members game ideas, make the overall goal be achievable.

Reflecting on the group work, has impacted the way we think in certain situations, improving ways to overlook an obstacle and lean forward tackling it. Hence, working with the group has taught exceptional skills to evaluate how employability is presented in today’s presence.

However, in order to be more employable, working on managing time is essential as time is needed for play testing and feedbacks, so taking note of that helps improve overall goals. Each goal acquires setting objectives and meeting them on target, so working on tasks require more time management, which will be overlooked and improved on.

Overall, it’s been an exciting challenging task having developed and learnt how to make decisions based on different views from team members has allowed me to be open and gain experiences to become an effective team member co-operative.

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**10.0: Appendix**

**10.1: CV**

**Hello  
Saira Mahmood**

**United Kingdom**

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**Skills**

2D Game Development, Maya Modelling, Professional Practice for Game Development, 3D Game Development, Data Structures and Algorithms, Game Asset Pipeline, Full Stack Development, jQuery, PHP, Python, Java, C#, Unity Engine.

**Core Competencies**

* Proven experience building software with Unity
* Competent in C#, C++, Python, and multiple other programming languages
* Great communication skills via multiple channels
* Strong background in computer science
* High attention to detail
* Experience working in professional game creation environments
* Ability to assist in delivering across entire app life cycle
* Avid learner who seeks professional training and self-development in all aspects of programming cycle
* Stays up to date with the latest mobile technology trends via managing social media accounts in digital marketing position
* Knowledge of Android and iOS app requirements

**Education**

**MSci Computer Games Technology -** Birmingham City University

**Full-Stack Programming -** Codecademy

**Video Game Development -** Self-educated

**A-Level -** Small Heath Sixth Form

**Professional Achievements**

**(https://gaminisaira.itch.io)**

Participated in Birmingham City University’s Game Jam with the Kwalee Mobile Publishing team which was a hackathon for video games. It involves gathering with other developers and planning, designing, and creating one more gaming title within a short period of time.

**Experience**

OCT 2018 - PRESENT

**ARSL GAMES** *- Publisher*

**(https://play.google.com/store/apps/developer?id=ARSL+GAMES)**

ARSL GAMES is an Android mobile developer of such titles as Take Away 3D, Haunting of Deadly Man.

* Created mobile games that would be fun, challenging, and unique
* Assisted in delivering across the entire app life cycle
* Developed knowledge of mobile game development with a focus on Unity
* Gained experience in multi-platform development and processes
* Designed features and character specs before allowing game to go further into production
* Contributed to the building, testing, and releasing of games and applications
* Worked closely with a team of developers to collaborate on the development process
* Accept feedback and criticisms from team members to make gameplay better
* Worked with various companies to sponsor games and develop a budget before production increases
* Presented finished project to upper management to receive final approval

SEPT  2019 - PRESENT

**FEATURE INDIE GAMES** *- Social Media Manager*

@featureindiegames showcases the latest and the greatest games on the independent scene. The role included managing all aspects of their digital marketing including supervising and creating training materials for publishing staff, planning and implementing marketing campaigns, and being up to date on the latest trends in the industry.

* Developed an engaged community of followers for clients
* Increased inbound traffic to Instagram account
* Produced content for social media accounts
* Applied analytics tools to boost social media account’s reach
* Collaborated closely and thoughtfully with web production team
* Successfully created must-follow social media feeds
* Created and executed social media strategy

FEB 2019 -  Dec 2020

**NCR CORPORATION** *- Engineer*

NCR is the world’s leading enterprise technology provider of software, hardware, and services for banks, retailers, restaurants, small business and telecom and technology.

* Delivered technical support for Point of Sale hardware and software operating systems, related security configurations, and ongoing operational procedures; peripherals including printers, scanners, Pin Pads and registers; and network equipment including switches, telephony, and wireless devices
* Provided support for software/hardware upgrades, new technology implementation, and the IT aspects of new store construction and remodels
* Managed relationships with third-party hardware and software vendors
* Supplied advanced second and third - tier support to other IT departments for all in-store POS hardware and software
* Administered multiple processes and procedures including troubleshooting documentation, problem determination, and classification, equipment and software support for store technologies
* Periodically reviewed and updated documentation and support processes as required

**REFERENCES AVAILABLE UPON REQUEST**

**10.2: LinkedIn**

<https://www.linkedin.com/in/saira-mahmood-02365b1ba/>

**11.0: Checklist**

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| **Item** | **Completed ** |
| I have read all of the assignment brief, its learning outcomes and marking criteria. I have clarified anything that I am unsure of with the module coordinator. |  |
| I have attended all the taught sessions and completed my weekly online diaries and submitted to GitHubEducation via Moodle. |  |
| I have been proactive in organising play testing sessions with my other classmates outside of my group. |  |
| I have been proactive in getting to know my classmates. |  |
| I have read the feedback on my online diaries, clarified issues with the tutor and acted upon the guidance. |  |
| I have made sure my formal presentations are in an academic format i.e. objective, impersonal and in past tense which describes the work I have undertaken. |  |
| I have submitted a report for pre-assessment, plagiarism check |  |
| All work that is not my own is correctly referenced either in the report. |  |
| I have taken on board the feedback, clarified any points I did not understand with the tutor and have acted upon the advice. |  |
| I have uploaded all the required files in plenty of time to the correct module Moodle assessment point. |  |
| I have worked to be a committed and active member of the team. |  |
| I have engaged with my studies, read all the required reading and completed all the required tasks outside of formal class contact. |  |
| I have clearly demonstrated a professional approach to my studies. All absences and non-submission of work has been discussed with the tutor. |  |