

GD2S02 Software Engineering For Games	Component Overview	Starts February 2018
		NZQA Level: 6 Credits: 15

Component Aims:

The aim of this component is to provide students with further theoretical and practical knowledge and skills in a complete software engineering development lifecycle. It will utilise existing knowledge and skills in programming to enable the application of software engineering theories and practice.

Topics include but are not limited to software development life cycle, software development techniques, tools and practices etc.

On successful completion of this component students are able to:

1. Identify and utilise best industry practices in software engineering through the software development life cycle.
2. Use debugging techniques and test-driven development to produce fit-for-purpose software.
3. Identify and describe the effective use of software engineering best-practices for game development.

Summative Assessments:

Assessment	Weightage	Week of Issue	Week of Submission
Concept phase	5%	Week 1	Week 2
Pre-Production/ Prototyping Phase	30%	Week 1	Week 5
Alpha Build	30%	Week1	Week 10
Beta Build	15%	Week 1	Week 13
Gold Build	10%	Week 1	Week 15
Product Presentation	10%	Week 1	Week 15

Project based learning incrementally assessed alongside with the project.

Policies:

See the Game Development Faculty Submission Policies