ASSIGNMENT BRIEF

Programme: Games Developer

Module code/title: 2CB106 Design Patterns for Games

Assessment mode: Game Design Group Project

Assessor(s): Andy Guest

DEADLINE	12.00 noon, 6 Dec 2017
HOW SUBMITTED	Electronic Submission via Moodle
TASK	50% Design Documentation 50% Reflective Journal

Assessment Guidelines:

Group Project

The group has to design a game making appropriate use of design patterns to enable efficient and effect re-use of code.

A game will be decide on in class. It can be a remake of an existing computer game or computer game, or it can be a new game. It must be complex enough to provide each student with the opportunity to design a section of the game. Each section must be able to be designed using at least one design pattern

The group will decide on a game to design in class and assign sections of the game to each member of the group. The group will have to decide for themselves how and when they need to work as a group to develop a consistent design, when to work individually on their assigned sections and when to work in sub groups when their sections overlap.

Each student will be responsible for

- designing their own section of the game
- Working with the other students to ensure the design integrates each section correctly
- Keeping their own reflective journal

Submission Requirements

1. Group Documentation detailing the analysis, requirements, design and testing of the game. See below for example of structure and content (one submission for group) – (50%)
2. Reflective essay – an individual review of the project, considering topics such as what went right and wrong, parts that were unexpectedly difficult or simple, what you would do differently next time, what worked well for you. – (50%)

Group Documentation

1. Introduction
    a. Purpose, Scope and Objectives of the Project
    b. Project Description
    c. Project Deliverables
    d. Overview of the Document
2. Project Management Plan
    a. Work Breakdown Structure (detail task and who is responsible for each task)
    b. Schedule and Milestones
    c. Software Process Model
    d. Development Environment (detail the tools and techniques used)
3. Software Requirements Specification
    a. Functional Requirements
    b. Non-Functional Requirements
    c. Domain Requirements
    d. Requirements Validation
4. Software Design
    a. Software Model (Context Models, Interaction Models, Structural Models, Behavioural Models, etc)
    b. Software Development Tools
    c. Architectural Design
    d. Discussion of Alternative Designs
    e. User Interface Design
5. Conclusion
6. Bibliography (Harvard Style (http://www.citethemrightonline.com/))

Use tables, charts and UML diagrams where appropriate (activity charts, system diagrams, use case diagrams, etc).
The document should identify which sections each student worked on.

Individual Reflective Essay

Including (but not limited to):

- Report showing decision making process
- Why and how you made the decision and other options
- Reflect on your learning process

- Evaluative section of the final product
    - Eg What could improve in the next version

Maximum of 4000 words (about 8 pages, 12pt) but preferably between 3000-3500 words.