ASSIGNMENT BRIEF

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| Module Code | 3CB111 | Module Leader | | Dr Andrew Guest | |
| Module Title | iOS Games Development | | | | |
| Level | 6 | Credit Value of Module | | 20 | |
| Assessment Task | Portfolio – Game, Game One Page, Demonstration | | | | |
| Word Count | Game Development, Demo & One Page | | | | |
| Assessment No | 1 | of | 1 | Weighting | 100% |
| Type of Submission | Portfolio | | | | |
| Method of Submission | Electronic through moodle & gitlab or other appropriate source control | | | | |
| Publication Date | 8/2/22 | | | | |
| Due Date | 25/05/22 12:00pm (Noon) | | | | |
| Expected Feedback Date | 14/06/22 | | | | |
| Resit Date | 15 August 2022 12:00pm Noon | | | | |
| Format of Feedback | Through moodle | | | | |
| Anonymous marking | Not anonymous. Documentation is closely linked to code and code cannot be anonymous.  Code of Assessment 29.5.2  c) Subject-specific skills exercises or product creation e.g. artwork, product design, video production, performances.  f) Collaboratively produced or peer-marked assessments e.g. group work. | | | | |
| Learning Outcomes | | | | | |
| 1. Apply appropriate concepts, principles and approaches to games engine development; 2. Critically evaluate different approaches to game engine development using appropriate techniques 3. Effectively communicate a systematic understanding of the core principles of Game Engine development | | | | | |
| Assignment Description | | | | | |
| **Overview**    *Please ensure you read all of this document. Pages 4-6 contain the marking rubric that shows how the module will be marked.*  This module focuses on iOS Game Development. For this module you will develop an iOS game. Through developing the game you will study aspects of SpriteKit and Swift programming.  This assessment comes in three parts.   1. A One Page game description/promo/elevator pitch for your game 2. A Game developed using a game engine | | | | | |
| **1 – Game One Page (1 Side A4) [20%]**  A One Page is a one page long document which shows the main features of your project and will let us stand out from the competition. It should be a brief, attractive and effective promotion for your game. It is used to “sell” the game concept to your team, your employers (if you work for a games company) or a games company/publisher if you are trying to find backing for your game.  There is a guide to creating One Pages (<https://www.gamedeveloper.com/business/how-to-design-your-one-page>) and a gallery of one pages to inspire you (<https://onepagelove.com/inspiration/game>).  Your One Page should be a single page PDF file. It can be portrait or landscape layout. How you layout the page and exactly what you put on it is up to you but it should give a good overview of the game. Anyone looking at it should quickly grasp the game concept, its core loop, and its genre/theme.  You are expected to have produced version one of your One Page by the class in week 4 (1st March 2022).  The final version should be submitted through Moodle by the assessment deadline. | | | | | |
| **2 – A Game Developed Using A Game Engine & Demonstration [80%]**  In this module we are looking at iOS Games Development.  For the assessment you need to create an iOS game using Swift and SpriteKit.  The game should have all the following components   * A start/intro/main menu page * Game over screen * animated player sprite * collision detection * a score system that keeps track of the highest score (for the current session at least) * touch based interface * a particle effect   You will need to demonstrate your game and show all the required features. | | | | | |

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| **Marking**  This assessment will be marked by rubric. The rubric is included below.  The marks break down as   * One Page 20% * Game & Demonstration 80%  |  |  |  | | --- | --- | --- | | Marking Scheme |  |  | |  |  |  | | OnePage [20%] |  | Marks | |  |  |  | |  | Visual representation of the game | 4 | |  | Brief Game Description | 4 | |  | Genre/Theme | 4 | |  | Unique Features | 4 | |  | Target Audience | 4 | |  |  |  | | iOS Game & Demo [80%] |  |  | |  |  |  | |  | Working iOS Game | 20 | |  | Start page | 5 | |  | Game Over Screen | 5 | |  | Animated player sprite | 10 | |  | Collision detection | 10 | |  | Score System & High Score | 10 | |  | Touch Based Interface | 10 | |  | Particle Effect | 10 | |
| Assessment Regulations |
| * Your attention is drawn to the University policy on academic misconduct ([Academic Misconduct Policy](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/23.Academic_Misconduct_Policy_2021-22.pdf)). Penalties will be applied where a student is found guilty of academic misconduct, including termination of programme. * You are required to keep to the word/time limit set for an assessment and to note that you may be subject to penalty if you exceed that limit ([Agreed Penalties Policy](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/30.Agreed_Penalties_Policy_2021-22.pdf)). You are required to provide an accurate word count on the cover sheet for each piece of work you submit. * For a first assessment attempt a penalty may be applied for late or non-submission of work by the published deadline or an approved extended deadline ([Agreed Penalties Policy](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/30.Agreed_Penalties_Policy_2021-22.pdf)). * Where a re-assessment opportunity exists, late or non-submission of work receives a mark of zero and is not eligible for a capped mark ([Agreed Penalties Policy](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/30.Agreed_Penalties_Policy_2021-22.pdf) and [Reassessment](https://www.yorksj.ac.uk/students/exams-and-assessment/reassessment/)) * An extension to the published deadline may be granted to an individual student if they meet the eligibility criteria of the [Exceptional Circumstances policy](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/16.Exceptional_Circumstances_Policy_2021-22.pdf). |
| Note |
| [Feedback Policy:](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/31.Feedback_Policy_2021-22.pdf) Marks are to be returned to students with the caveat that all marks are provisional until final approval by the School Assessment Board (SAB). Confirmed marks will be made available via e:Vision after the SAB meeting. |