**ASSIGNMENT BRIEF**

Programme: Games Development

Module code/title: 1CB104

Assessment mode: Portfolio

Assessor(s): Andrew Guest

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| **DEADLINE** | Noon Wed 15th Jan 2020 |
| **HOW SUBMITTED** | Electronic – through moodle,  Physical – through school office |

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| **Overview**  *Please ensure you read all of this document. Page four gives a breakdown of the marking for this module. Page five gives a detailed breakdown on how the university grades different concepts.*  For this module you have to design and develop a prototype of a game. You will work in groups to come up with a game idea, develop an initial prototype, carry out playtesting, and produce a final prototype.  Each group is required to submit a complete game prototype (boxed with full components, rules, game aids, etc.) and a game design document. (These two components are detailed in the sections below).  Any issues of students not engaging with the coursework should be brought to the attention of the lecturer as soon as possible. |
| **1 – Boardgame**  A complete, playable game. Should come in a box that contains all the components required for play and full rules book/instructions.    The game should have a play time of less than 30 minutes (not including time to read the rules / learn the game).  It should not infringe any commercial intellectual property rights. Homages/parodies are fine but don’t use terms or images from those properties. (i.e. a game about mystic space knights is fine, one about Jedi Knights isn’t). |
| **2 – Game Design Documentation (2000 Words)**  The group will submit a single document describing the process of designing the game.    The document should contain sections covering   * Game Concept Description * Market Research – what games with similar themes and mechanics exist, how is your game different? * Game in terms of framework * Initial Prototyping Description * Playtesting & Prototype Development * Reflective Review   + Give a description   + Compare to initial concept – what worked? What didn’t? how would you develop the game from here? What would you do differently if you could restart? |
| **Playtest Sessions**  Three play test sessions are scheduled during class. These will be held on Wed 15th November, Wed 6th December and Wed 13th December.  It is expected your group will have played some early playtests of your game to ensure it is in a state for others to play.  These sessions will give you chance to have other students in the class play test your games for you. Each session will be split in two. In one half you will observe your peers playing your game and in the other you will play test someone else’s game.  In each half there will be three thirty minute sessions where the game will be played and the designers will be able to observe and take notes.  The designers may make minor changes to the game between the thirty minute sessions if they wish. It is expected that changes will be made between the playtesting sessions.  You are, of course, free to have further playtesting sessions outside class time if you wish. |

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| **FEEDBACK (how & when?)** | Feedback will be provided through Moodle by Wednesday 5th February 2020 |

**Marking Guide**

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| **Component** | **Overall** | **Required Content** |
| Game Concept  Description | 5% | 1. Should also explain why chosen 2. Should explain relationship to theme (if any) 3. Need not be a fully worked out ruleset, just an idea of game play |
| Market Research | 5% | 1. Should describe games with a similar theme 2. Should describe games with similar mechanics 3. Should describe how your game is different |
| Framework | 10% | 1. Describe the game in terms of the Layered Tetrad framework |
| Initial Prototype | 10% | 1. Describe your game prototype as it was before the first play test. Images of components would be helpful. Full rules for the prototype should be included as an appendix |
| Playtesting & Prototype Development | 30% | 1. For each playtest session describe    * Your plan for the session    * What happened    * Feedback from testers    * Changes made as a result |
| Reflective Review | 10% | 1. Description of final game (images again useful, full final rules in an appendix) 2. Comparison to initial concept and first prototype 3. Reflection    * What did and didn’t work?    * What did you keep, change, drop, add?    * What would you do next with the game?    * What would you do differently? |
| Boardgame | 30% | 1. Complete final version of your game    1. Boxed    2. Full Components    3. Full Rules/Instructions |

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