ASSIGNMENT BRIEF

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| Module Code | COM4004M | Module Leader | | Dr Andrew Guest | |
| Module Title | Computer Games Fundamentals | | | | |
| Level | 4 | Credit Value of Module | | 20 | |
| Assessment Task | Portfolio | | | | |
| Word Count | 2000 | | | | |
| Assessment No | 1 | of | 1 | Weighting | 100% |
| Type of Submission | Documents & Games | | | | |
| Method of Submission | Digital through Moodle, GitLab | | | | |
| Publication Date | 21/10/21 | | | | |
| Due Date | 19/01/22 12:00pm (Noon) | | | | |
| Expected Feedback Date | 09/02/22 | | | | |
| Resit Date | April 2022 | | | | |
| Format of Feedback | Through moodle | | | | |
| Anonymous marking | Parts 1,2 & 4 anonymous documents through moodle  Part 3 Not 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. demonstrate understanding of essential facts, concepts, principles and theories relating to game development; 2. show understanding of the underlying software engineering-based approaches to game development; 3. recognise any risk and/or safety aspects in game development; 4. solve problems and represent ideas at different levels of abstraction . | | | | | |
| Assignment Description | | | | | |
| The assessment for this module consists of a portfolio made up of four parts.  There is a marking scheme on page 3 and the assessment descriptors on page 4. | | | | | |
| 1. Critical Analysis of Battle Sheep (500 words)   A critical analysis of the game Battle Sheep. Battle Sheep is available to be played for free on [www.boardgamearena.com](http://www.boardgamearena.com). The rules are available on BoardGameArena.  Your analysis should use the language and concepts from the Vocabulary section of the module website and the approach described on the Crit Session 1 page (and the links from it). | | | | | |
| 1. Framework Analysis of Battle Sheep (500 words)   Pick one of the frameworks described in the Frameworks section of the website and provide an analysis of Battle Sheep in terms of that framework. | | | | | |
| 1. Game Prototype   Make a prototype of a simple game. You can make the game using Pygame, Twine, Godot, Unity or it can be a board/card game. The module website contains information on all three systems.  You should work in groups of three or four to design and develop your prototype.  Restrictions and guidelines for the game and process are detailed in a separate file.  The prototype does not need to be polished or complete, a playable demo version that shows the game concept and play style is fine. | | | | | |
| 1. Game Design Journal (1000 words)   You should keep an **individual** journal of the development of your prototype. You should record the progess of the project as you go along.  The journal should describe your game design choices and thoughts. It should include a description of your initial game concept, a description of how you implemented the game and a reflective review of the game demo you produced. | | | | | |
| 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. | | | | | |