**Game Specification Form Student ID: \_\_\_\_\_\_\_\_\_\_\_\_\_ Level 3/4**

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| **Marking Criteria** | **Describe how your game matches the criteria** |
| **Game design (10%)** | |
| Game Goals: |  |
| Game Type: | 2D Platform Game |
| **Core development (30%)** | |
| Game scene (visual representation [2D, 2.5D or 3D], internal data structure): | 2D, Platforms |
| Game flow / game progression (e.g., navigation, screen scrolling, levels): | Screen Scrolling & Levels |
| Game interaction (e.g., action detection and response generation): | Movement |
| Game object (e.g., use of sprite, 3D objects, animation, multimedia): | Player Sprite (w/animation) |
| **Game mechanics (30%)** | |
| Game rules / logics: |  |
| Game challenges: |  |
| **Good use of game engine (15%)** | |
| Choice (pyGame, Unity): |  |
| User input (keyboard, mouse, joystick): | Keyboard |
| Game object interaction (e.g., event triggering, collision detection): | Collision detection to floor, collision detection with en |
| Incorporate multimedia content: |  |
| Other features used (e.g., asset, incorporation of external libraries): |  |
| **Demonstrate creativity (15%)** | |
| Game economy (e.g., support to game type, game feedback, game difficulty): |  |
| Advanced Interaction (e.g., game physics, object tracking, steering behaviour): | Acceleration, friction, gravity |
| **Game optimisation and configurability (50%) [For Level 4 Students Only]** | |
| Include optimisation to enhance game performance (e.g., game related functions, game scene and objects, interaction, rendering, media content): |  |
| Make the game flexible to support making changes (e.g., game scene and objects, game flow / progression): |  |

**What is expected for the above**

**Game design (10%)**

**Goals**: Determine a set of goals

**Type**: Determine game type (Platform Jumping game)

**Game Mechanics (30%):**

**Rules/Logic** Rules and procedures that guide the player and the game response to the player's moves or actions, typically covering:

* Navigation control
* Action control
* Game resource control
* Skill and difficulty control
* Game flow, progression, reward, and ending condition
* Competition and Collaboration
* Lead to Fun

**Challenges**