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

|  |  |
| --- | --- |
| **Marking Criteria** | **Describe how your game matches the criteria** |
| **Game design (10%)** | |
| Game Goals: |  |
| Game Type: |  |
| **Core development (30%)** | |
| Game scene (visual representation [2D, 2.5D or 3D], internal data structure): |  |
| Game flow / game progression (e.g., navigation, screen scrolling, levels): |  |
| Game interaction (e.g., action detection and response generation): |  |
| Game object (e.g., use of sprite, 3D objects, animation, multimedia): |  |
| **Game mechanics (30%)** | |
| Game rules / logics: |  |
| Game challenges: |  |
| **Good use of game engine (15%)** | |
| Choice (pyGame, Unity): |  |
| User input (keyboard, mouse, joystick): |  |
| Game object interaction (e.g., event triggering, collision detection): |  |
| 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): |  |
| **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): |  |