

## Year 9 IST Assignment Two Semester One (50%) – Game Development

Name:

Marking Criteria:

Item	Mark	Total
<b>Game Design (10 marks)</b>		
<ul style="list-style-type: none"> <li>Identifies an important cultural story to tell and justifies why it's important to raise awareness</li> </ul>	2	
<ul style="list-style-type: none"> <li>Explains in low/high detail, a completed sequence from start to finish, including all menu, story and game scenes</li> </ul>	2	
<ul style="list-style-type: none"> <li>Explains in low/high detail, a walkthrough of how to play the game scene(s), summarising core game mechanics, features and challenges</li> </ul>	2	
<ul style="list-style-type: none"> <li>Includes low/high level of details informed by research with appropriate references</li> </ul>	2	
<ul style="list-style-type: none"> <li>Up to 2 marks awarded for going above and beyond, providing exceptional level of detail, creativity and/or ingenuity such as:                             <ul style="list-style-type: none"> <li>An exceptionally insightful response to explain the advantages of raising awareness for your chosen topic through an iPad game as opposed to other mediums, with reference to academic sources</li> </ul> </li> </ul>	2	
<b>Menu &amp; Story Scenes (10 marks)</b>		
<ul style="list-style-type: none"> <li>Menu - A title has been displayed appropriately</li> </ul>	1	
<ul style="list-style-type: none"> <li>Menu - At least one image or animation has been displayed appropriately</li> </ul>	1	
<ul style="list-style-type: none"> <li>Menu – Includes buttons (clickable sprite nodes) as appropriate to enable the player to select an option (e.g. Start New Game, Select Scene, etc.)</li> </ul>	1	
<ul style="list-style-type: none"> <li>Menu - The buttons function as designed, enabling the player to navigate to different game scenes</li> </ul>	1	
<ul style="list-style-type: none"> <li>Story - Text, images and/or audio have been included to narrate the story</li> </ul>	1	
<ul style="list-style-type: none"> <li>Story - The player is able to progress through each game scene in the correct sequence</li> </ul>	1	
<ul style="list-style-type: none"> <li>Up to 4 marks awarded for going above and beyond (one for each)                             <ul style="list-style-type: none"> <li>All menu and story scenes function perfectly without any flaws, bugs or typos</li> <li>Multiple story scenes have been included to tell the complete story of the original game design</li> <li>Unity Features and/or Game Logic have been implemented to <b>enhance the story</b> (e.g. includes animations, player choices affect the story, the player's name is stored and included in story sequences, menu prefabs are used for easier navigation)</li> <li>Exceptional creativity and/or innovation shown when using multiple scenes, Unity Features and/or Game Logic to <b>enhance the story</b></li> </ul> </li> </ul>	4	

Item	Mark	Total
<b>Game Scene Features (10 marks)</b>		
<input type="checkbox"/> Able to display some kind of numerical score	1	
<input type="checkbox"/> Tracks and correctly updates the score	1	
<input type="checkbox"/> Appropriate use of Unity provided methods such as detecting collisions between physics bodies, if needed in the game	1	
<input type="checkbox"/> Correctly using and handling user input, keyboard and mouse events	1	
<input type="checkbox"/> The game can be played as designed, and doesn't crash or have bugs which significantly impact upon the intention of the game	1	
<input type="checkbox"/> The game is professionally presented	1	
<input type="checkbox"/> Up to 4 marks awarded for going above and beyond (one for each) <ul style="list-style-type: none"> <li>○ The game scene functions perfectly without any flaws, bugs or typos</li> <li>○ At least one game mechanic has been implemented so that the player needs to interact with skills and/or strategy to achieve a level of success</li> <li>○ Unity Features and/or Game Logic have been implemented to <b>enhance the game mechanic(s)</b> (e.g. power ups, increasing difficulty)</li> <li>○ Exceptional creativity and/or innovation shown when using Unity Features and/or Game Logic to <b>enhance the game mechanic(s)</b></li> </ul>	4	

Item	Mark	Total
<b>Overall Programming Quality (20 marks)</b>		
<input type="checkbox"/> A non-working solution, showing some attempt and minimal or limited understanding of how to code using C# scripts in Unity <ul style="list-style-type: none"> <li>○ The code is not close to getting the game functioning as designed</li> <li>○ Understanding of how to use Unity is lacking (e.g. code that doesn't compile, variables not defined correctly or in the wrong spot)</li> </ul>	<b>0-4</b>	
<input type="checkbox"/> A partially working solution, showing substantive attempt and basic understanding of how to code using C# scripts in Unity <ul style="list-style-type: none"> <li>○ General game logic has been demonstrated. Overall, the code is somewhat close to getting the game functioning as designed</li> <li>○ Some essential features work, such as the game scene loading and the player being able to move</li> <li>○ Creation of variables for various nodes such as the player, enemies and score display is on the right track</li> <li>○ Update of variables to implement game mechanics is on the right track</li> <li>○ A basic level of code comments, with appropriate naming of variables, functions, objects, etc.</li> </ul>	<b>5-9</b>	
<input type="checkbox"/> A fully working solution showing a thorough understanding of how to code using C# scripts in Unity: <ul style="list-style-type: none"> <li>○ General game logic has been fully demonstrated. Overall, the code achieves the goal of getting the game functioning as designed.</li> <li>○ The game mechanics and game logic are significantly customized above and beyond tutorials covered in class</li> <li>○ All essential features work, such as the game scene loading and the player being able to move</li> <li>○ Creation of variables for various nodes such as the player, enemies and score display is completely functional</li> <li>○ Update of variables to implement game mechanics and game logic is completely functional</li> <li>○ Provides thorough and descriptive code comments, with appropriate naming of variables, functions, objects, etc.</li> <li>○ Appropriate use of control structures to achieve the desired game logic, particularly if statements and loops</li> <li>○ Appropriate use of functions to minimize repetition of code and to properly organize code</li> </ul>	<b>10-15</b>	
<input type="checkbox"/> Extension and bonus band (in addition to all of the requirements of a fully working solution) showing an exceptional understanding of how to code using C# scripts in Unity: <ul style="list-style-type: none"> <li>○ Be the implementation of a complex game which may include advanced physics simulation, integration with node.js to support multiplayer and store persistent game data, the implementation of a computer-based AI player, and/or other advanced features</li> <li>○ Coding techniques have been masterfully implemented to achieve the complex features (e.g. use of 2D arrays to generate grids, use of objects and functions for a computer based player, multiplayer functionality, etc)</li> </ul>	<b>16-20</b>	
<input type="checkbox"/> Marks awarded	<b>20</b>	
<b>TOTAL</b>	<b>50</b>	

**Comments**