



Final Game – Resit Assignment

You must develop and submit a game that is a different genre to your original design, e.g. if you created a platformer you cannot do this again. You will also need to create a report and a video.

You are expected not to re-use code from your previous submission unless absolutely necessary, but this then may be limited in marks as due to a change in genre there should not be too much overlap in needed code. You can however re-use any acquired art/audio assets.

It is suggested that you decide on an idea/plan and start the document first to write down the design, as you will need to be use this to critically evaluate your completed game based on this initial design.

Game Requirements

- It must include a Graphical User Interface (e.g. a title screen, settings, etc.)
- It should include **at least one** of the following:
 - o Physics (can be done through use of a physics engine)
 - o Be networked (for example, multiplayer support or services integration such as leaderboards)
 - o Artificial intelligence (for example, path finding, dynamic enemy behavior, computer-controlled opponents)
 - o Procedural generation (for example, randomly generated levels)
- It must consider ethical and security implications as well as accessibility



- The code should include at least one design pattern (state machine, singleton, etc)

Report Requirements

- Short overview of game design/idea
- Brief description of overall code architecture and which design pattern(s) were used and where
- A description of which required aspect (Physics, networking etc) was used and how.
- Any ethical, security, or accessibility requirements considered and how these were implemented, as well as any current issues with your game and what could/would be done if more time
- Testing strategy and results
- Critical evaluation of your overall games design and reflections on how well you implemented your initial design/idea

Video Requirements

- Showcase your game working
- No more than 5 minutes long
- Try to show off all key mechanics/levels
- Does not need to be a linear gameplay video, can edit to show highlights to reduce length
- Must still show enough to showcase that the game is complete and finished



Hand in Method: You will submit all 3 parts independently, but all through My Dundee. Detailed instructions will be published on My Dundee prior to the deadline.

Date Feedback will be Received by: This assessment is treated like an exam (double marked and looked at by the external examiner). So you will not receive feedback in the usual manner. You will be allowed to have access to your mark sheet (in the same way as you can have access to your exam papers) after the results are announced.

Penalty for Late Submission: As this is a resit, no late submissions are accepted.