

**IT7x30 - Assignment One**

**Report**

**Game**

**ARPG like**

**“Path of Exile”**

**Semester 2, 2018**

**School of Information Technology**

Your report is to be a concise tightly written work that describes the problem/s and questions you have been trying to solve as well as the findings and/or new problems that have arisen and as a result of your tests. To some degree it will be a formalization of what you have been scoping, testing and evaluating in your diary.

Introduction be around 100 words then

I suggest that your topic (concepts and or question/s) and

200 words for each test and

100 for the summary, variations of this may be appropriate.

Make sure you make clear what it is you are trying to achieve, both technically and creatively.

Your presentation should cover all that is in your report and include demos and a show and tell of your proof of concept tests and processes. (Interactive demonstrations are preferred although a Datashow or movies may also effectively communicate what you have tested.) Your presentation should promote discussion relating to how your work will support the development of the greater project.

This could include further ideas generation, storyboarding and prototyping. Make sure all work is documented in your diaries.