CSC3224 Project 2

Welcome to the practical classes for CSC3224. In the context of this module, we are considering the design of engineering solutions to a given challenge, rather than the design of those challenges themselves – put another way, you are primarily assessed on the quality of your software engineering, rather than the gameplay experience. This is reflected in the weighting of the assessed coursework elements. You will first create a game engine suited to the deployment of a game designed to your own specification (**Project 1**); you will then submit the game itself for assessment (**Project 2**).

Module Assessment

There are 2 pieces of assessment for this module:

1. Project 1 which is submitted to NESS. (75)
2. **Project 2 which is submitted to NESS. (25)**

Project 2 (Deadline: 11:45pm, Thursday 12th May, 2016)

Aims

Employ the engine created for **Project 1** to produce a game to your own design and specification. The game should make appropriate use of the engine subsystems, and leverage the capabilities of the selected middleware (along with any extensions you have written for that middleware). The game will be data driven, either through read-in files which define content, or via a procedural generation subsystem.

Deliverable Software Specification (Up to 25 Marks)

The new material for this deliverable will take one of two forms. It shall either be data-files which the engine uses to generate a playable game, **OR** it shall be a procedural generation subsystem which the engine leverages to generate a playable game. The game itself is to your own design and specification, and you should feel free to take this as an opportunity to explore design concepts which are of interest to you and suited to the engine you have already created.

Assessment of the submitted work will be based on the following factors:

- Appropriate and extensive use of engine features
- Consistent and reliable interpretation of data files/procedural generation outputs to generate a bug-free play experience (i.e., does the game play through from start to finish and exit cleanly every time?)
- Gameplay and flow (i.e. is the game playable and enjoyable?)

The demonstration of this work will occur on Friday 13th May, between 10am and 2pm. You will set your game up on a PC at the venue, or use your own machine, with guests and peers being invited to play the games that the cohort has created. Pizza and other refreshments will be provided, with the specifics of those arranged nearer to the time.

The submitted code must compile and execute on any machine. This means that libraries employed should be included in the submitted ZIP file, and relative paths linking those libraries must be employed. Relative paths should also be used for all **`#include`** statements. It is recommended that you test the contents of your ZIP file on a machine other than your own before submitting a final version to NESS.

Notes:

- If pursuing procedural generation, this subsystem **does** need to be complete when **Project 2** is submitted. Your procedural generation subsystem is what is being assessed for this part of the module – does it produce a consistent, bug-free gameplay experience?
- If pursuing a data-driven approach, you will need to include any and all data files required for your game to execute in your NESS submission. Your use of these files is what is being assessed for this part of the module – do they produce a consistent, bug-free gameplay experience?

Deliverables

Zipped Microsoft Visual Studio Project, Source Code and Executable (submitted via NESS)
Demonstration of Working Software (to take place on Friday 13th May between 10AM and 2PM in the Game Lab, or earlier by individual arrangement)

Mark Scheme

Submitted Software:	25
Total:	25