

School of Computer Science

Assignment Component Briefing Document

Title:

CGP3007M/CGP9016M Advanced Games Studies(M)

Indicative Weighting:

50%

Learning Outcomes:

On successful completion of this study unit a student will be able to:

- *Employ a specified tool chain to develop commercial-grade game assets and a playable game*
 - *Critique and evaluate the assets, the game and the tools used in its creation with reference to current industry standards*
- (this assessment addresses two of the Learning Outcomes for this module, specifically LO3 and LO4).

Requirements

The objective of this assignment is to work in a team using agile methods to develop commercial grade game assets and ultimately a playable video game. Although all work for this assignment contributes to the group's goals, all marks are awarded for individual effort and there is no summative group assessment. During the project each student will record their activities on their own blog, use a shared wiki for planning purposes, and submit any assets they create to a group repository. These items are the only submission elements required for this assessment, hence **in-course retrieval will NOT be available for the assignment**.

During lectures an agile development process will be followed to specify user stories and tasks for completion in workshops and non-contact development time. A record of this effort should be created as follows:

Each week, before the lecture, a single blog posting should be made that contains each of the tasks (user stories as they feature on the Wiki) that the student has worked on the previous week week, followed by an image (or appropriate evidence) of the work undertaken. The task's status should also be marked (e.g. accepted/rejected). The total task time for each student each week should be around 8 hours.

An example blog post is here: <http://brionystudent.wordpress.com>

In addition, each group will use a wiki to keep a backlog of stories, details of tasks and who is working on them. It is the responsibility of the Scrum Manager to ensure the wiki is up-to-date immediately at the end of each planning session.

A wiki template is here: <https://github.com/BrionyStudent/Example-Project/wiki>

Work submitted after the lecture slot will count towards the following week's effort (i.e. it will be considered to have missed its deadline). It is important a regular effort is made to ensure the *velocity* of the project and this is rewarded in the CRG (N.B. late submissions do not satisfy the "regular" criteria).

Only submit your own work - Plagiarism will not be tolerated

Further Information

This assessment is an individually assessed component. Please make sure you have a clear understanding of the grading principles for this component as detailed in the accompanying Criterion Reference Grid. If you are unsure about any aspect of this assessment component, please seek the advice of the unit coordinator Dr Duncan Rowland (drowland@lincoln.ac.uk).

Submission Instructions

Before each planning session (lecture) you must ensure your work for the previous 7 days is represented on your blog. All marks for this assignment will come from your blog posts, your edits of the wikis and your repository submissions.

The deadline for submission of this work is included in the School Submission dates on Blackboard.

The submission must be in the form of a single PDF document which is a PDF printout of your **entire blog**. This should include all the date stamped user stories and images you have posted during the development. You should submit the file through the Blackboard upload area for this assessment item.

DO NOT compress the submission (e.g. no .zip or .rar)
DO NOT submit multiple files (just a single .pdf)