

CGP3007M/CGP9016M Advanced Games Studies(M)

Learning Outcome	Criterion	Pass	2:2	2:1	1st
[LO3] employ a specified tool chain to develop commercial-grade game assets and a playable game.	Create a blog that shows engagement with agile processes and the delivery of video game assets. (0.5)*	You have made regular postings to your blog that describe the tasks you will attempt to accomplish each week.	In addition, the postings you have made show that the tasks have been attempted on a regular basis.	In addition, the game assets that you have created satisfy the success criteria for the given task and have been produced and presented in your blog on a regular basis.	The game assets that you have produced are of a commercial quality and you have regularly delivered and shared these in a timely manner via the project's repository.
[LO4] critique and evaluate the assets, the game and the tools used in its creation with reference to current industry standards.	Use appropriate acceptance criteria to guide the delivery of high quality video assets. (0.5)*	Success criteria have been created for some tasks and these have been included in the task postings on your blog.	Appropriate success criteria have been created for most tasks. These have been collaboratively produced and shared via the project's wiki.	Well considered success criteria have been created for most tasks and employed during the assessment process; this has been documented in your blog.	Appropriate success criteria have been created for all tasks and these have been employed to help guide the development of commercial quality assets.

*Weightings are marked in brackets for each criterion.