

Games Development Project COMP09097 (Trimester One Delivery)

Games Development Project Coursework Specification (TR1)

Module Deliverers:

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It should be noted that this module has been combined into a **single 40 point project module** running over **2 trimesters**.

This document explains what is required in the Year 3 Games Development Project module, so you should read this document carefully.

1. The Games Development Project module is team-based. On completion of this module, you should have produced a games design document, technical design document and a proof of concept of your proposed game.

2. During trimester 1, each team will meet regularly (typically every week) with one/two academics who will act as the producers of your game. **Attendance is mandatory at these meetings.** Each team will be expected to organise roles for each team member and the meetings will ensure that the team and each team member are making adequate progress. Evidence should be provided at submission time that the team have worked closely. Typically this will include the various iterations of the project plan along with minutes of the internal team meetings (one per week with progress and actions noted) and minutes of the meetings with the academics (the producers), again with progress and actions noted. **It will be each team's responsibility to minute these meetings.**

3. As part of the final submission, each team should have a Plan, Games Design Document, Technical Design Document and a proof of concept prototype. As well as providing a discussion of the gameplay, storyline and characters, you should provide technical details of your implementation. This will be a working document that you update on a regular basis in line with the progress meetings, discussed above.

4. At the **end of Week 13** each team will submit: a) A **Project Report**, giving the project plan (timescales, milestones, and team roles), the iterations of the project plan, the minutes of internal project meetings and the minutes of meetings with the academics (producers). Submission of a weekly progress report should also be included.

b) A complete **Game Design Document**

c) A complete **Technical Design Document**

d) A complete **Proof of concept**

In addition, each team member will provide a Critical Appraisal of their work and the project as a whole. Each team must also incorporate an element of research to justify the choice of game concept they intend to develop. **For each team, there should be one overall document submitted** containing the Project Report, Design Documents and individual Critical Appraisals, not a collection of individual documents.

There will also be a **presentation of your project in week 13** at which we hope to invite some externals or members of academic staff to showcase your work. The presentations will typically last for 15-20 minutes though presentation length will be dependent on the number of teams. We will take a view on this during trimester 1.

Marking Scheme

Proposed Plan 5%

Project Management 10%

Game Design Document 25%,

Technical Design Document 20%

Demo/Presentation 30%

Individual Critical Appraisal 10%

Submission Requirements & Weighting

Component	Weighting	Requirements
Proposed Plan	5%	<ul style="list-style-type: none"> • Team list with responsibilities (development team) • Overview of proposed project (game overview, summary) • Intended development environment • Gantt chart(s) for both trimesters • Risk Analysis
Project Management	10%	<ul style="list-style-type: none"> • Minutes of internal meetings (team) • Minutes of meetings with supervisors (external meetings) • Official minutes produced for each week • Minutes should outline attendees, objectives, what was discussed, what was agreed and progress to date • Evidence of version control (GitHub, Trello, Google Drive)
Game Design	25%	<ul style="list-style-type: none"> • Details of the game/demo that the team intends to create (game idea, theme of game) • Why this game? (evidence of research to justify game concept) • Game type (genre, 2D versus 3D) • Competitor analysis, game audience • Story and narrative • Graphics (concept art sketches, aesthetics, sprites, characters, asset lists) • Immersive Level design (game logic, ambience (sounds, lighting), atmospherics (music, voiceover), props), level lay outs. • Audio design

Technical Design	20%	<ul style="list-style-type: none"> • Details of how the designed game is going to be created • Game platform (Windows PC, Mac, iOS, Android, Console, Xbox One, PS4) • Hardware and software (2D, 3D software, sound software, file formats, programming language, hardware) • Mechanics and Gameplay (procedures, rules of game, game flow, AI) • Development environment (more detail than in plan) • User Interface (Game shell and play screen)
Prototype Demo / Presentation	30%	<ul style="list-style-type: none"> • Presentation to teaching staff and other teams <ul style="list-style-type: none"> ○ Show off what you've done ○ Screenshots ○ Video capture(s) ○ Include a live demo • CD-R with copy of <i>all</i> work
Individual Critical Appraisal	10%	<ul style="list-style-type: none"> • Submitted separate from team submissions • Detail of how you felt the project went, including: <ul style="list-style-type: none"> ○ Justified breakdown of contribution of each team member ○ Any problems that occurred, and how/if they were resolved ○ How do things look for the implementation in trimester 2? ○ Minimum of one page

Marking scale for all work:

Note as the coursework is a team effort all team members will receive an equal mark. In exceptional circumstances, where there has been unequal contribution, we reserve the right to assign individual grades.

A1 (90-100%) – exceeds expectations of what is expected in a professional development environment

A2 (80-89%) – as would be expected in a professional development environment

A3 (70-79%) – covers all the issues, lacks professional touch in minor areas

B1 (60-69%) - covers all the issues well but lacks a final professional touch

B2 (50-59%) - covers all the issues, some well, but some less well

C (40-49%) - covers all the issues

D (30-39%) - insufficient coverage of all issues, but recoverable

E (1-29%) - insufficient coverage of all issues and must be redone

N (0 at first, second or subsequent diet) – No work to assess

Suggested Timeline

Week 2 – Project coursework specification read by each team member, teams formed (team names provided to course lecturers), team member skill sets and project roles identified, brain storming for game idea, commencement of project planning (e.g. Gantt Chart, project milestones identified), project minutes completed, version control approach identified.

Week 3 – Game idea identified (genre, audience), overview of game completed, proposed plan completed, commence work on games design document and project minutes completed.

Week 4 – Continuing work on games design document (dividing up required tasks among team members), start to reflect and address elements of technical design document. Competitor analysis completed, continued enhancement of design document addressing its key requirements. Project minutes completed.

Week 5 – Continuing work on and providing more detail to games design document, start work on the technical design document and complete project minutes.

Week 6 – Providing more detail to games design document, continuing work on the technical design document. Project minutes completed.

Week 7 – Commence implementation of prototype (divide team responsibilities for this), continue working on games design and technical design documents, document development of prototype and complete project minutes.

Week 8 – Continue enhancing games design and technical design documents in conjunction with development of prototype. Complete project minutes and update blog entries.

Week 9 – Continue revising and updating games design and technical design documents in conjunction with development of prototype. Ensure project minutes are up-to-date.

Week 10 – Continue with project documentation (design and technical documents), continue implementation of prototype and ensure project minutes are up-to-date.

Week 11 – Early prototype of game developed and tested. Ensure project minutes are up-to-date.

Week 12 – Preparation towards team presentation, completion of presentation slides, rehearsal of presentation, testing and running of prototype, completion of critical appraisals.

Week 13 – Revised prototype of game, presentation, final coursework submission (i.e. one finalised document).