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| **Department of Games and Visual Effects** |

**ASSESSMENT DOCUMENT**

**Module code:** COSE60591

**Module title:** Group Game Development Project and Work Based Simulation

**Assessment name:** Assessment

**Assessment weight:** 60%

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| **Tutors:** |  |
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# Assignment Learning Outcomes

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| 1) CRITICALLY ANALYSE GAME CHARACTERISTICS AND REQUIREMENTS IN ORDER TO SELECT APPROPRIATE TOOLS AND METHODS TO SUPPORT THE DESIGN AND DEVELOPMENT LIFECYCLE OF A COMPUTER GAME. | Analysis |
| Enquiry |
| 2) ANALYSE PERFORMANCE CRITERIA, GAME LOGIC AND COMPATIBILITY ISSUES TO PROVIDE CONTEXT FOR GAME DEVELOPMENT SPECIFICATION. | Analysis |
| Application |
| 3) DEVELOP GAME DOCUMENTS AND SPECIFICATIONS TO A RECOGNISED STYLE AND STRUCTURE TO ACCURATELY AND EFFECTIVELY CONVEY REQUIREMENTS FOR PRODUCTION. | Communication |

# The Assignment

The first 4 weeks of the module focus on teamwork, with students developing a game engine for the genre of game that was selected by them. This engine will be utilised to develop a solo game project in the final 3 weeks of the module by each member of the team. The engine should be the culmination of all study conducted as part of your degree. It will consist of professional programming approaches, such as design patterns and SOLID principles, all detailed in technical documentation.

**Part 1 (first 4 weeks of the module):**

Each member of the team will write a portion of the technical documentation, detailing the components they implemented. Along with this documentation, a 500 word **critical discussion** must be submitted, which discusses the approaches taken, alternatives, the pros and cons to each approach, culminating in a logical conclusion. Marks will be allocated for the professionalism of the technical documentation, the quality of the artefact, and the written discussion.

**Part 2 (final 3 weeks of the module):**

Individually students will work on a game, which will be developed using the engine their team created in part 1. A design document should be produced, which details the mechanics and workings of the game. Along with this documentation, a 500 word **critical discussion** must be submitted, which discusses the performance of the game, the game logic and any compatibility issues encountered, culminating in a logical conclusion. Marks will be allocated for the professionalism of the documentation, the quality of the artefact, and the written discussion.

# Submissions

The deadline for this assessment is – 12th June 2020 @ 11pm

# Hand-in

**You are expected to submit:**

**Game Engine**

1. A 500 word Word document which **critically analyses** engine mechanics resulting in a conclusion describing appropriate selection of tools and methods.
2. Technical documentation for the engine, highlighting the portion of the documentation that you developed.
3. An MP4 video of the engine in action, demonstrating the functionality you programmed.
4. A .zip folder containing the source project.

**Solo Game**

1. A 500 word Word document which **critically** discusses the performance, the game logic and any compatibility issues encountered.
2. Design documentation for the game.
3. An MP4 video of the engine in action, demonstrating the functionality you programmed.
4. A .zip folder containing the source project.

In the event of a non-submission for a component, including the video, zero marks will be awarded for that component.

# Summative Submission Rules

Your work should be submitted to the DIS before the deadline. Any work submitted after the deadline will not be considered.

If you are required to compress your work, it must to be in .zip format. A guide on how to do this can be found here - [Link](https://support.microsoft.com/en-gb/help/14200/windows-compress-uncompress-zip-files)

All work created should be done so using the same software version numbers as what is used in the University. This is to prevent any compatibility issues. If we are unable to open your work for this reason you will receive a mark of 0. You can find the full list of acceptable software versions in the FAQ - [Link](#_What_Software_Can).

# Module Feedback

Feedback on your performance is provided in a variety of ways – all the way through a module you will be receiving informal feedback on your performance, in your discussions with teaching staff in labs or tutorials for instance. Feedback should help you to self-assess your work as you progress through the module and help you to understand your subject better.

Feedback is not just the marks at the end of the module – it could be regular verbal advice about your work, perhaps as you develop a portfolio of work; comments made by tutors or fellow students in group discussions; or the written comments on your work.

You can expect to receive formal feedback on your assessed work no later than **20** **working** **days** after it has been submitted.

The feedback date for this module is – 3rdst July 2020 @ 3pm

# Assessment Criteria

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| ***Component*** | ***Criteria*** | ***Marks per component*** |
| **Game Engine**  **50% of the total marks** | Compiled written document as detailed above. | 10% |
| Technical Documentation – quality and clarity. | 10% |
| Attendance and Professional attitude. | 5% |
| Contribution to the project – a good mark would be a clear and substantive quality contribution. | 15% |
| A MP4 video of your contribution to the engine in its final state – a good mark would include detail, audio, a well produced walkthrough. | 10% |
| **Solo Game**  **50% of the total marks** | Compiled written document as detailed above. | 10% |
| Design documentation. | 10% |
| Attendance and Professional attitude. | 5% |
| A MP4 video of your solo game in its complete state - a good mark would include detail, audio, a well-produced walkthrough. | 10% |
| The quality and playability of the game – does it look (from an experienced game developer’s point of view) like a good game, does it show attention to detail, does it impress? | 15% |

# Frequently Asked Questions

**Can I have an extension?**

Extensions can only be granted based on a learning support agreement (LSA). If you are entitled to an extension in accordance with you LSA, please contact the module leader to discuss extended deadlines.

**How many submissions am I allowed?**

You can submit as many times as you want before the deadline. However, only the latest submission submitted before the deadline will be taken into consideration.

## How do I access the DIS?

<https://gamestech.staffs.ac.uk/>

**How much help can I get on my assignment work?**

As the work need to be your own (see plagiarism), you must attempt the assignment without help from your tutors. Of course, you can ask to help you understand the assignment, in general, but the work produced must be entirely student work.

## I am falling behind on my studies, what should I do?

If you are struggling to keep up with the pace of the class, make sure you speak to your tutor / the module leader. Do not be scared to approach us – we are here to help.

## What is classed as Plagiarism?

All work submitted must be your own. If you have utilized something that is not your own work, you will have to reference it. We can only grade you on what is yours. Not doing so can have serious ramifications, read more about them here - [Link](https://www.staffs.ac.uk/legal/policies/Procedure-for-dealing-with-breaches-of-assessment.jsp).

It is also important to remember that you the work you submit must be unique, *even if it is your own work*.For example, you may not submit work already assessed from one module for another module.

## What software Can I Use?

All the code you write should be written in Visual Studio 2019, and should be your own code written in C++.