Gareth Lewis & Brian McDonald

"Nobody in this industry knows what they're doing, we just have a gut assumption."

- Cliff Bleszinski

PLEASE NOTE, THIS ASSIGNMENT IS FOR STUDENTS WHO HAVE REFERRALS/DEFERRALS(AKA ECs) FOR STUDIO PRACTICE ASSIGNMENT

Introduction

For this assignment you will develop a game as part of a team and be assessed both in terms of your individual contribution and your team's performance. From the rubrics (below), the *collaborate* learning objective is used to assess how you work as a member of an agile game development team. Conversely, the *process* learning objective is used to assess how your team delivers its product.

This assignment is comprised of multiple parts:

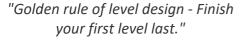## Part A
Create a game or assets for the Phoenix Jam

You can see more details about the Jam via the following **Teams site** –

https://teams.microsoft.com/l/team/19%3a743ec466e866416fa96f73bd1fe1a fbb%40thread.tacv2/conversations?groupId=566bef22-6222-4c13-ba9a-6a21b41732ef&tenantId=550beeb3-6a3d-4646-a111-f89d0177792e

"Golden rule of level design - Finish your first level last."

- John Romero

For this project you We expect you to do at least two weeks' worth of work on the Jam. Please do not leave this to the last minute.

Once you have completed the work, you can **optionally** upload as an entry for the Phoenix Jam.

NB: We do not expect a full game, we would suggest something similar to the output of a typical Game Jam.

Part B
Attend the schedule Supervisor Sessions and work as part of a team

You will be schedule into **three** meetings with a Supervisor, you should also have meetings as a group. We **recommend** conducting **daily stand-ups** to keep

the project on track.

You should also engage with the discussion on the Microsoft Teams site, this will be monitor by the supervisor. You will also have to fill out a peer feedback form which rates the members of your team at the end of the project.

Submission Instructions

As a **group** you have to submit a zip file to the GAM240 Learning Space assignment queue. This zip file should contain the following:

1. A game directory which contains a build from **Part A**
2. This should contain the following
    a. An executable which allows us to run the game
    b. A readme file which contains a link to version control and the names of every group member

If the zip file is too big for the Learning Space, please consider upload to **OneDrive** or similar and provide a **public link** to the zip file.

"Lets optimize for player experience rather than what we think will make more money."

- Ron Carmel

FAQ

- **What is the deadline for this assignment?**
  Falmouth University policy states that deadlines must only be specified on the MyFalmouth system.

- **What should I do to seek help?**
  You can email your tutor for informal clarifications.

Marking Rubric: Studio Practice

Learning Outcome Name	Learning Outcome Description	Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
Collaborate	Use appropriate development practices, project tracking approaches, and tools to support development pipelines in a multidisciplinary team.	Effective team worker	20%	Student has missed a large number of team meetings / SSP sessions. Teammates concerned with lack of presence. Student tends to be highly disruptive / chaotic	Student attends less than 50% of team sessions. Student tends to be disruptive / chaotic	Student attends most sessions. Delivers acceptable work with occasional major issues. Has issues dealing with some teammates	Student attends most sessions. Delivers acceptable work without major issues. Has occasional issues dealing with some teammates	Student attends most sessions. Delivers generally good work with only minor issues	Student attends most sessions. Delivers good work. Inspires some teammates. No noticeable issues dealing with teammates. Tends to promote team harmony	Student is driving the team to achieve great things. Team is highly supportive of leadership direction and approach
		Agile Practitioner	10%	Very low attendance of agile sessions (sprint planning, stand-ups etc.). Team has little to no idea what's going on with student. Not involved in planning activities	Low attendance of agile sessions (sprint planning, stand-ups etc.). Work always slips. Delivers assets for integration only at end of sprint. Minor involvement in planning activities	Average attendance of agile sessions (sprint planning, stand-ups etc.). Some tendency for work to slip, reluctance to share development issues with team or supervisor. Struggles to contribute meaningfully to planning	Good attendance of agile sessions (sprint planning, stand-ups etc.). Work is generally delivered, with only occasional slippages. Team is often, but not always made aware of issues. Often contributes to planning	Good attendance of agile sessions (sprint planning, stand-ups etc.). Work is generally delivered, with only occasional slippages. Team is generally made aware of issues. Able to provide some support to teammates. Good contributor to planning	Good attendance of agile sessions (sprint planning, stand-ups etc.). Work is delivered, with very few slippages. Team is generally made aware of issues and progress. Able to provide support to teammates. Very good contributor to planning	Good attendance. Work is delivered, team is generally made aware of issues and progress. Able to provide a lot of support to teammates. Exceptional contributor to planning
		Version control practitioner	10%	Student ignores version control. Only delivers assets outside of version control	Student uses VC with many significant problems for the team. Mainly delivers assets outside of version control	Student uses mainline version control with few problems	Student uses mainline version control with few problems but runs into significant problems with branch-based development	Student is generally working in a single branch with fairly successful integration to mainline	Student is generally working across multi-branches to deliver features with few, if any, issues.	Student is successfully working across multiple branches. Student is an enthusiastic adopter of other 'advanced' version control concepts
		Reflective Practitioner	10%	Student fills in few, if any peer review forms for teammates. Student generally ignores feedback	Student comments are generally lightweight platitudes. Student often ignores feedback, but does take some onboard	Student submits feedback that leads to unproductive conflict between team members. Student acts appropriately in response to some feedback	Student submits generally reasonable feedback that leads to occasional conflict, which is sometimes productive. Student tends to act appropriately to feedback given	Student submits generally meaningful feedback. Student tends to act appropriately to feedback given	Student submits meaningful and emotionally intelligent feedback. Student reacts appropriately to feedback given	Student submits conscientious and generous feedback that team members are highly appreciative of. Student seeks out opportunities for self-improvement

Marking Rubric: Product Evaluation

Learning Outcome Name	Learning Outcome Description	Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
		Conceptual Coherence (game mechanics, settings, theme, aesthetics, interface & platform)	5%	No game presented No game presented Game is too unstable / non-functional to be played enough to evaluate.	A small subset of the game components work well together to create a coherent experience, but they are stymied by the overall experience of discordance between components leading to a generally awkward experience for players.	A core of the game components work well together to create a coherent experience. However, there are some components that break the overall coherence leading to a conceptually awkward experience for players.	Generally, the game components work well together to create a coherent experience. However, there are some aspects of components that break the overall coherence	The game components work together to produce create a coherent experience	The game components work well together to produce create a coherent experience which players can respond positively to	There is a clear harmony of design between game components creating a highly coherent experience which players can respond extremely positively to
		Creative innovation	10%	No game presented Game is too unstable / non-functional to be played enough to evaluate.	Game is generally a rehash/homage of an existing game with little, if anything to distinguish it.	Game developed from an existing game or genre with the addition of innovative mashups / extensions. Resulting game concept is of questionable engagement	Game developed from an existing game or genre with the addition of innovative mashups / extensions. Resulting game concept is reasonably engaging	Game developed as a generally organic concept drawing components that make some sense for game. Resulting game concept is reasonably engaging	Game developed as a generally organic concept drawing components that make much sense for the game. Resulting game concept is clearly engaging	Game is genuinely novel and extremely engaging to play
Deliver	Apply divergent thinking and creativity to prototyping in order to deliver an engaging experience.	Completeness	5%	No game presented	Some parts of the game are of acceptable quality, but the game gives the overall impression that much of it is not finished or working.	The game is of acceptable quality but feels like it would benefit from more development time to develop and refine gameplay, aesthetic and other components.	The game is of reasonable quality but feels like it needs more work to balance and refine gameplay and/or aesthetic components.	The game is of good quality and feels like a game that could be published given more QA.	The game is of high quality and feels like a published game with no noticeable.	The game is of extremely high quality and feels like a published game with no noticeable issues
		Player Experience	10%	No game presented Game is too unstable / non-functional to be played enough to evaluate.	The game generates some moments of engagement and enjoyability for players, though its generally not a great experience The overall game presentation looks and feels functional.	The game generates some engagement and enjoyability for players, though there is feeling of endurance rather than enjoyment. The overall game presentation looks and feels fairly functional rather than solid.	The game generates some clear engagement and enjoyability for players, though there is clear scope for improvement. The overall game presentation looks and feels fairly solid rather than slick.	The game is generally engaging and enjoyable for players, though there is some scope for improvement. The overall game presentation looks and feels fairly slick with just a few noticeable issues to detract from it.	The game is generally highly engaging and enjoyable for players. The overall game presentation generally looks and feels slick with few issues to detract from it.	The game is highly engaging and enjoyable for players. The overall game presentation both looks and feels slick. Players want to play the game beyond reasonable expectations
		PROMO MATERIALS - Engagement (Can you	10%	No description or trailer present	There is a basic trailer which shows off the barest essentials of the game and doesn't excite the markers/audience.	The trailer captures the basics of the game and details some of the key features. However, the trailer has limited production values and	The trailer captures the basics of the game and details some of the key features. The video contains scenes that may generate some	The trailer generally captures all the key concepts of the game and will generate excitement for the audience	The trailer captures all the key concepts of the game and will generate excitement for the audience. However, the production values are	The trailer captures all the key concepts of the game and will generate excitement for the audience. It also feels and looks like a 'paid for'

		Criteria	Weight							
		engage your audience via the itch.io page?)			The game description is basic and doesn't engage the audience and make them want to download the game.	just strings together some gameplay The game description captures the essences of the game but just describes it without any real detail or language that grabs the audience.	excitement for the audience. The game description generates some excitement for the audience.	The game description captures excitement for the audience and does a good job of making the audience want to download the game.	lacking The game description captures excitement for the audience and does a good job of making the audience want to download and then instantly play the game.	games trailer on itch.io The game description captures excitement for the audience and does a good job of making the audience want to download, instantly play the game and share the link with their community.
		PROMO MATERIALS - Brand (Quality of Marketing materials, clarity of studio/game identity, alignment with target market, IP awareness)	10%	No game presented or no marketing materials	Game presented but with very limited / no marketing materials.	Marketing materials presented appear random and disjointed: art style, composition, choice of materials. Materials do not present the brand in a positive light.	Marketing materials presented are fairly coherent. Materials present the brand in a neutral light.	Marketing materials presented are coherent. Materials present the brand in a positive light.	Team presents a strong and coherent brand across all marketing materials and game. Marketing materials are professional and are well-received by visitors to the page.	Brand comes across as being very professional. Game would be shared amongst the community in the Games Academy.