

# ASSIGNMENT 2 - Referral

Version 1.0  
Games Academy  
GAM220

Gareth Lewis & Brian McDonald

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

*- Cliff Bleszinski*



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

*- John Romero*



## Introduction

Depending on your discipline you will create one of the following:

- **Programming (BSc/BA)** – A small prototype for a digital game
- **Design** – A small prototype for a digital or physical game
- **Art** – A piece of 2D/3D asset that could go into a game, this can be environment or character piece
- **Writer** – A Word Concept which includes character profiles
- **Audio** - Sound Design for the game which includes music and/or sound effects
- **Animation** – A series of animations for a character

You can make anything that aligns with your specialism, but it should be themed around the concept of **The Moon**

**NB: You do not have to create an entire game or even a full playable prototype – you just have to have demonstrate your own creative work configured within a game engine. This can be any game engine, and your submission can involve 3rd party assets from outside of your discipline if desired – e.g. a programmer might use art from Open Game Art, or an audio student may use a game design & code framework from the Unity Asset Store, etc.**

## Part A – Artefact

The artefact you submit should be situated inside a Game Engine, e.g. if you are a writer you can prototype some work in Fungus or Twine. This should be developed over a number of **Sprints** until the submission date, **please don't leave this to the last minute!**

You should also capture in progress work for the Part B – Reflective Report

## Part B – Reflective Report (800 words)

For the report you have document the work carried out in each **Sprint** and **Reflect** on the work you have carried out in the project. This should include an element of feed forward where you consider the lessons you have learned in the project and consider how you could apply them to any future project.

## Submission Instructions

cont...

You should **zip** up the **report** and the **artefact** together and upload it to the Referral queue on the Learning Space before the institutional deadline.

*"You can make an amazing game,  
but you can't make a success. Your  
players make the success."*

*- Irme Jele*



*"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.

## Assignment 1 – Studio Practice

	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030
Population (millions)	7.7	7.9	8.1	8.3	8.5	8.7	8.9	9.1	9.3	9.5	9.7	9.9	10.1	10.3	10.5	10.7	10.9	11.1	11.3	11.5	11.7
GDP (trillion USD)	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	3.1	3.2
Urban population (millions)	4.5	4.7	4.9	5.1	5.3	5.5	5.7	5.9	6.1	6.3	6.5	6.7	6.9	7.1	7.3	7.5	7.7	7.9	8.1	8.3	8.5
Urban population (%)	58.3	59.5	60.4	61.3	62.2	63.1	64.0	64.9	65.8	66.7	67.6	68.5	69.4	70.3	71.2	72.1	73.0	73.9	74.8	75.7	76.6
Population growth rate (%)	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1	0.0	-0.1	-0.2	-0.3	-0.4	-0.5	-0.6	-0.7	-0.8
GDP growth rate (%)	5.5	5.2	4.9	4.6	4.3	4.0	3.7	3.4	3.1	2.8	2.5	2.2	1.9	1.6	1.3	1.0	0.7	0.4	0.1	-0.2	-0.5
Urban population growth rate (%)	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1	0.0	-0.1	-0.2	-0.3	-0.4	-0.5
Urban population growth rate (%)	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1	0.0	-0.1	-0.2	-0.3	-0.4	-0.5
Population growth rate (%)	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1	0.0	-0.1	-0.2	-0.3	-0.4	-0.5	-0.6	-0.7	-0.8
GDP growth rate (%)	5.5	5.2	4.9	4.6	4.3	4.0	3.7	3.4	3.1	2.8	2.5	2.2	1.9	1.6	1.3	1.0	0.7	0.4	0.1	-0.2	-0.5
Urban population growth rate (%)	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5										

## Assignment 1 – Product Evaluation

Learning Outcome Name	Learning Outcome Description	Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
Implement	Apply the use of specialisms into development workflows and contexts.	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 convergence / 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 experience
		Quality	20%	No game presented  Game is too unstable / non-functional to be played enough to evaluate.	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 runs, but may have obvious and significant stability issues	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 runs, but may have obvious or significant stability issues	The game is of reasonable quality but feels like it needs more work to balance and refine gameplay and/or aesthetic components.  The game has no major issues but there are clear small-scale bugs and glitches	The game is of good quality and feels like a game that could be published given more QA.  The game has no major issues but there are clear small-scale bugs and issues	The game is of high quality, looks and feels like a published game with no noticeable issues  There are no major issues and only slight and largely imperceptible bugs and issues	The game is of extremely high quality, looks and feels like a published game with no noticeable issues
		Player Engagement	10%	No game presented  Game is too unstable / non-functional to be played enough to evaluate.	The game generates some moments of engagement and enjoyment for players, though it is generally not an engaging 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
		Specialism	20%	There is no or very little application of specialism in the project.  The student's own specialist practice has not developed throughout the development of the game.	There is some application of specialism in the project.  The student has used some of their specialist skills but it adds very little value to the game concept and delivery.  The student's own specialist practice has not developed throughout	There is adequate application of your specialism in the project.  The student's specialist skills have added some value to the game concept and delivery.  The student's own specialist practice has not developed throughout	There is a good application of your specialism in the project.  The student's specialist skills have added good value to the game concept and delivery.  The student's own specialist practice has developed somewhat	There is a very good application of your specialism in the project.  The student's specialist skills have added good value to the game concept and deliver.  The student's own specialist practice has developed to a good	There is an excellent application of your specialism in the project.  The student's specialist skills have added excellent value to the game concept and delivery.  The student's own specialist practice has	There is an industry standard application of your specialism in the project.  The student's specialist skills have added industry standard value to the game concept and delivery.  The student's own

[illegible]