

STUDIO PRACTICE

Version 1.0
BA Game Development
GAM240

Gareth Lewis & Brian McDonald

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

- Cliff Bleszinski

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

Attend the scheduled weekly team meeting with your project supervisor. Your supervisor meeting details will be stored on the Falmouth timetable, make sure to attend these.

There are two types of project meeting: a project review / planning session and an individual review. In the individual review, you and your teammates will review each other's approaches to work over the last sprint using the supervisor meeting application, aka the *peer review*. In these meetings, the *studio practice* rubric will be used to assess your **summative** performance over the semester and informal feedback will be made available.

Assessment for the first three weeks will be **formative** and will not count towards your grade for the module.

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

- John Romero

In the review / planning session, your team will showcase work undertaken on the most recent sprint and present the forthcoming sprint. During development, the *product evaluation* rubric will be used to give a **formative** assessment of your product's performance at that point. This will help your team to direct their development efforts.

For more information relating to the meeting processes, please read appendix A of the Games Academy Agile Guidebook.



Part B

Work with your team to develop your game during the first semester.

Between timetabled supervision meetings, your team will work together and have access to staff through the supervised studio practice sessions and tutorials, which can be arranged by email if required, who will be able to give informal feedback concerning the status and implementation approaches of your project.

cont...

*"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

In these sessions you will be able to ask for and receive informal feedback concerning the status and implementation approaches of your project.

Part C

Produce Promo Materials

As a consequence of the move to online teaching we will not be running an Expo for 1st and 2nd year students. Instead you **must** produce from the promotional material

- An **itch.io page** (<https://itch.io/>). This should include the following:
 - **Description of the game**, with reference to the key features of the game
 - **How to play** which includes **controls**
 - At least **2 screenshots** of your game
 - A **banner for your game**, this should include your **game name** and **team logo**
 - A **Game Demo** which showcases the game development to date, this should be a **downloadable zip file** which includes an **executable**
 - A **Gameplay** trailer video, which shows the key gameplay features
- Produce a brochure page from the PSD Template, this will include much of the same information from the itch.io page including:
 - **Description of the game**, with reference to the key features of the game
 - **How to play** which includes **controls**
 - At least **2 screenshots** of your game
 - A **banner for your game**, this should include your **game name** and **team logo**
 - A QR Code which points to your itch.io page

Please note that all assets used for the game and page, will have to allow upload to itch.io. Please check the license on any paid/free assets for appropriate license!

You should also add a readme file to the zip file which details all licenses and resources used!

Tips on how to create the itch.io page can be found here - <https://itch.io/docs/creators/design>

Examples of good pages can be found below:

- <https://crowscrowscrows.itch.io/dr-langeskov-the-tiger-and-the-terribly-cursed-emerald-a-whirlwind-heist>
- <https://davidoreilly.itch.io/everything>
- <https://laundrybear.itch.io/morticians-tale>
- <https://finji.itch.io/night-in-the-woods>

Examples of good brochure pages will be uploaded to the learning space.

You will receive formal feedback from Supervisors at least 3 weeks after the assignment due date.

cont...

Additional Guidance

Working as part of a creative team is a very difficult activity and it should come as no surprise that there are likely to be some bumps in the road – as you probably discovered in your 1st group project. The Agile Guidebook contains some advice for dealing with common issues and creating and maintaining a working environment where it's possible to get meaningful creative work done and still remain on good terms with each other.

If you are having any problems, do not hesitate to talk with your project supervisor.

Generally, successful projects tend to come from the development team respecting each other and being able to make progress (no matter how small). Remember, that a lot of the things you want to create in your games either won't work or won't be enjoyable to play. It is the core advantage of Agile development that using an iterative approach to development allows you to have multiple attempts to get things right.

Make sure you always have a working build and that everyone on the team is using version control. We have a large repository in the Academy, so there's always somewhere to store builds.

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

Marking Rubric: Product Evaluation

Learning Outcome Name	Learning Outcome Description	Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
Deliver	Apply divergent thinking and creativity to prototyping in order to deliver an engaging experience.	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 a coherent experience	The game components work well together to produce 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
		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'

		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.