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.

The assignment consists of two parts:

Part A
Create a game concept document based on the Phoenix Game Jam

For this part you have to create a game concept document using the Phoenix Game Jam as a starting point, You can see more details about the Jam via the following brief**.**

This document should be created in **Powerpoint** (formatted like a presentation) and it should contain the following:

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

- John Romero

- Game concept & core features
- The world in which your game is set
- USPs / value propositions (what differentiates your game from similar titles)
- Specialist work (what are you going to do for the project, **see part B for more details**)
- Development Plan (breakdown of work required, split into sprints with deadlines)

Please ensure that you do not overuse text in the presentation.

Part B
Create a game or assets for the concept in Part A

For the project, you do not need to create a game, depending on your discipline, you could 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 selection of 2D/3D asset that could go into a game, this can be environment or character pieces
- **Writer** – A concept document 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 should also include any supporting material in your submission (sketches, notes, links to tutorials etc)

Please not the above is not an exhaustive list of the work you could carry out!

We expect you to do at least **four week's worth** of work on the Jam. **Please do not leave this to the last minute.**

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.

Submission Instructions

As an **individual** you have to submit a zip file to the GAM240 Learning Space referral assignment queue. This zip file should contain the following:
- The Powerpoint from **Part B**
- A directory which contains a build/assets from **Part A**
- In addition, you should include any materials with the submission that helped you to complete Part A and Part B. This can include:
  - Links used for research
  - Supporting tutorials
  - Additional notes

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.

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: Part A - Game Concept

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.	Game Concept	10%	The game concept is non-existent or very derivative of existing games on the market. The core features of the game have not been explained in any great detail.	The game concept is slightly derivative of existing games on the market. The core features of the game have not been explained in great detail.	The game concept is derivative of existing games on the market. The core features of the game have been explained briefly.	While the game concept is slightly derivative of existing games on the market, there are some novel elements. The core features of the game have been explained in some detail.	The game concept has potential to stand out and is distinctive. The core features of the game have been explained in detail, and somewhat contextualised.	The game concept will standout and is both novel and distinctive. The core features of the game have been explained and contextualised in detail.	The game concept is unique, compelling and creatively distinctive The core features of the game have been explained and contextualised emphatically, with clear vision and holistic design.
		World	10%	The world is non-existent or very derivative of existing games on the market.	The world concept is substantially derivative of existing games on the market.	The world concept is derivative of existing games on the market.	While the world concept is slightly derivative of existing games on the market, there are some novel elements.	The world concept has potential to standout and is somewhat novel	The world concept will stand out and is novel.	The world concept is unique, compelling and creatively distinctive
		Value Propositions	10%	There is no market analysis, or the game concept has not been situated in the market.	The market analysis has been carried out, but the detail is lacking.	The market analysis has been carried out and the detail is somewhat adequate.	The market analysis has been carried out and the detail is adequate.	The market analysis has been carried out and is a good level of detail.	The market analysis has been carried out to an industry-standard level of detail.	The market analysis has been carried out to an industry-standard level of detail and enhances the overall concept.
		Specialist Work	10%	There is no specialist work section.	There is a specialist work section, but the student is vague on the work they will carry out.	The student provides an asset list (or similar) with only a sentence per asset	The specialist work has a detailed asset list which seems to be somewhat thought out.	The specialist work has a detailed asset list which seems to be well thought out.	The specialist work has a detailed asset list which seems to be well thought out. The student has also captured subtasks which flow from the asset list	The specialist work has a detailed asset list which seems to be well thought out. The student has also captured subtasks which flow from the asset list The student seems to have prioritised some of the task for their specialism.
		Development Plan	5%	There is no development plan	The development plan has been provided but it doesn't have any details.	The development plan has been provided and there are some links between the plan and the specialist work.	The development plan has been provided and there are links between the plan and the specialist work. The student has also provided a timeline with some key dates.	The development plan has been provided and there are links between the plan and the specialist work. The student has also provided a timeline with dates for key miletstones in the project.	The development plan has been provided and there are links between the plan and the specialist work. The student has also provided a timeline with a detailed breakdown of delivery dates.	The development plan has been provided and there are links between the plan and the specialist work. The student has also provided a timeline with a detailed breakdown of delivery dates. There is also scope in the schedule for flexibility.

		Pitch Materials	5%	There are no pitch materials or they are of a very low level of quality.	The pitch materials are of a low level of quality.	The pitch materials are of an adequate quality but there are some flaws in the structure.	The pitch materials are of a good quality but there are some flaws in the structure.	The pitch materials are of a very good quality but there are some flaws in the structure.	The pitch materials are of a very good quality and the structure used enhances the overall concept.	The pitch materials are excellent, approaching industry standard.

Marking Rubric: Part B - Delivery

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.	Quality	10%	The quality of the work is lacking, feels like the student did not spend the necessary amount of time on the project	The quality is close to passable, however the work feels rushed and incomplete.	The work is of an okay quality, there seems to be some evidence of iteration.	The work is of a good quality, there seems to be evidence of iteration.	The work is of a very good quality, there seems to be good evidence of iteration.	The work is of an excellent quality, there seems to be very good evidence of iteration.	The work is of an industry standard of quality, there seems to be very good evidence of iteration.
		Delivery	20%	You failed to delivery any work or there was not enough quantity for the referral period.	You delivered some work, but this was nowhere near what was promised in the timeline from Part A	You managed deliver partially on your plans from Part A.	You managed to deliver on a good proportion of your plans from part A.	You managed to deliver most of your plans from part A.	You managed to deliver all your plans from part A.	You managed to over deliver by adding addition elements not in your plans.
		Cohesion	10%	The work you delivered doesn't bare any resemblance to the concepts in Part A.	There is some resemblance to the concepts shared in part A, however the work deviates vastly.	There is some resemblance to the concepts in part A, however there are major differences.	The work you delivered is mostly consistent with the concepts in Part A.	The work you delivered is consistent with the concepts in Part A.	The work you delivered is consistent with the concepts in Part A. You have also ensured that there is good consistency between pieces.	The work you delivered is consistent with the concepts in Part A. You have also ensured that there is excellent consistency between pieces.
		Supporting Materials	10%	There are no supporting materials.	The supporting materials do not have enough detail and have no real links to the work carried out on the project.	The supporting materials somewhat support the work carried out on the project.	The supporting materials show some of the iterations and shed light on the thought process carried out for the project.	The supporting materials directly show the iterations in the project and the various resource show the working the process for the project.	The supporting materials feel like a diary of the work carried out on the project. There is a direct linkage between the work and the materials.	The supporting materials feel very much like a professional research document.