

# Assignment 1: 2D Platform Game

Version 2.0  
BA Game Development  
GAM150

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## Introduction



For your first assessment you are required to create a 2D platform game. The player must be controlled by a CharacterController component (not a Rigidbody). Your code must be commented. Use comments to demonstrate an understanding of your code. You are not required to create any high-quality artwork, sound effects, animation, etc. You are graded only on your ability to implement the required features and demonstrate an understanding of your code. Placeholder boxes & cylinders are fine or you can use 'programmer art' or you can obtain non-code content from elsewhere (e.g. from friends or the Asset Store).

All submitted code must be your own unless very clearly labelled otherwise – any code which is not your own will not be counted in this assessment. Your game will need to contain:

- Platformer controls (running, jumping, & falling)
- A camera which follows the action
- A hazard object – e.g. spikes, lava, etc. which will cause the level to reset
- Some form of 'lock & key' puzzle so the path to the goal is blocked until the player has collected the corresponding key, flipped the corresponding lever, etc.
- A 'goal' on each level which causes play to advance to the next level
- At least two levels, contained within different scenes
- A wrapper consisting of a splash screen and game over screen.



## Part A

Part A is a **single formative submission**. This work is individual and will be assessed on a threshold basis. The following criteria are used to determine a pass or fail:

- a) Submission is timely;
- b) Enough work is available to conduct a meaningful review;
- c) A broadly appropriate review of a peer's work is submitted.



To complete Part A, prepare a draft version of your game build and submit it to the peer review system in Learning Space. These should be made available for review prior to the scheduled peer-review session. Then, attend the scheduled peer-review session.

## Part B

Part B is a **single summative submission**. This work is individual and will be assessed on a criterion-referenced basis. Please refer to the marking rubric at the end of this document for further detail. To complete Part B, revise your game based on the feedback you have received. Then, upload to the Learning Space. Please note that Learning Space will only accept a single .zip file. You will receive formal feedback from your tutor three weeks after the final submission deadline.

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## Part C

Part C is a **single formative submission**. This work is individual and will be assessed on a threshold basis. The following criteria are used to determine a pass or fail:

- Submission is timely;
- Enough work is available to conduct a meaningful review;

To complete Part C, attend your code review as per your allotted time on the timetable.

You will receive **informal feedback** from your tutor during the review.

## 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. For informal feedback, make a pull request on GitHub.



## Marking Descriptors: 2D Platform Game

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
<b>Threshold</b>	40%	Parts A, B or C are not completed or are unsatisfactory	Submission is timely. Provided a meaningful review of peer's work. Attended code review Clear evidence of game development knowledge and skills. No breaches of academic integrity				
<b>Platform controls</b>	10%	Player cannot move or jump or fall	Character moves but tends to get 'stuck' in game / falls out of game world	Player character handles ok	Player character handles well	Player character handles well and is enjoyable to play	Player character handles well and is very enjoyable to play
<b>Camera</b>	5%	Camera does not track player in level	Camera is jerky and/or character is not always in view during normal game play	Camera movement is generally ok but would benefit from refining to make it acceptable	Camera movement is acceptable	Camera movement is fairly nice	Camera moves nicely and is unobtrusive
<b>Hazards</b>	10%	Game features no hazards	Game features single hazard that is buggy / glitchy	Game features single hazard that is well-implemented	Game features several different hazards that are buggy/glitchy	Game features several different hazards that work well	Game features several hazards that work well and fit the game
<b>Lock &amp; Key Puzzle</b>	10%	Unable to progress between levels	Game features single puzzle that is buggy / glitchy	Game features single puzzle that is well-implemented	Game features several different puzzles that are buggy/glitchy	Game features several different puzzles that work well	Game features several puzzles that work well and fit the game
<b>Level-based goals</b>	5%	Levels have no goals Levels have no progression	Levels have very trivial goals that require no real effort from the player's perspective	Levels have goals that require some work to achieve, but would benefit from refactoring to improve them	Levels have acceptable goals	Levels have interesting goals that can verge on unintentional frustration	Levels have interesting goals that positively impact game play experience
<b>Game levels</b>	5%	Fewer than 2 playable levels. Unable to progress between levels	Game has 2, or more, levels that have little or no design to them	Game has 2, or more, levels that have some design aesthetic to them	Game has at least 2 functional levels	Game has at least 2 functional levels that are fairly enjoyable to play	Game has at least 2 functional levels that are enjoyable to play and appear balanced
<b>Game wrapper</b>	10%	Game has no wrapper Player can't restart on death Player can't leave game	Game has partial wrapper with some of splash screen, game over screen and/or in game menu	Game has partial wrapper with most of splash screen, game over screen and/or in game menu	Game has functional wrapper with splash screen, game over screen and in game menu.	Fairly aesthetically pleasing wrapper with splash screen, game over screen and in game menu.	Aesthetically pleasing wrapper with splash screen, game over screen and in game menu.
<b>Standalone build</b>	5%	Game is not submitted as a standalone build	Build assets exist, but game will not run or will crash on start-up	Build assets exist, game will start, but crashes / becomes unresponsive at some point	Game will run as standalone app	Game will run and support some of: different resolutions, screen modes & key bindings / joy pads	Game will run and support all of: different resolutions, screen modes & key bindings / joy pads