

# Assignment 1: 2D Platform Game

Version 2.0  
BA Game Development  
GAM150

thomas was alone



## 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, the LearningSpace will only accept a single .zip file. You will receive formal feedback from your tutor three weeks after the final submission deadline.

## 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 and B are not completed or are unsatisfactory                           | Submission is timely.<br>Provided a meaningful review of peer's work.<br>Clear evidence of game development knowledge and skills.<br>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   |  |  |  | Player character handles well and is 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 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<br>Levels have no progression                              |  |  |  |  | Levels have goals   |
| <b>Game levels</b>           | 5%     | Fewer than 2 playable levels.<br>Unable to progress between levels              |  |  | Game has at least 2 functional levels  |  | Game has at least 2 functional levels that are enjoyable to play and appear balanced  |
| <b>Game wrapper</b>          | 10%    | Game has no wrapper<br>Player can't restart on death<br>Player can't leave game | Game has partial wrapper with some 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. |  | 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  |  | Game will run as standalone app  |  | Game will run as standalone app supporting different resolutions and screen modes     |