

Assignment 1: 2D Platform Game

Version 2.0 BA Game Development

GAM150

Gareth Lewis

|  |  |
| --- | --- |
| Image result for thomas was alone  Image result for mario nes  Image result for rogue legacy  Image result for ludum dare platformers | 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:   1. Submission is timely; 2. Enough work is available to conduct a meaningful review; 3. 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. 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:   1. You can adequately talk about your submission   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. FAQWhat 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** |
| **Threshold** | 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 | | | | |
| **Platform**  **controls** | 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 |
| **Camera** | 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 |
| **Hazards** | 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 |
| **Lock & Key**  **Puzzle** | 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 |
| **Level-based**  **goals** | 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 |
| **Game**  **levels** | 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 |
| **Game wrapper** | 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. |
| **Standalone**  **build** | 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 |