



FALMOUTH
UNIVERSITY

Lecture 1a: Assignment 1

GAM320: Major Game Development Project: Pre-Production

Assignment Overview

- Develop a prototype game as part of a team.
- Assessment will focus on:
 - **Individual Contribution:** Collaboration Learning Outcome
 - **Team Performance:** Process Learning Outcome
- **This assignment is worth 70% of your grade for the module!**

Assignment Breakdown

- **Part A** – Attend Supervisor meetings
- **Part B** – Develop a prototype game
- **Part C** – Attend Green Light Process
- **Part D** – Attend Demo Day

Part A – Supervisor Meetings

- You must attend all Supervisor Meetings. If you miss a meeting, please contact your supervisor and let your Team know.
- Two Types of Meetings:
 - Individual Review
 - Project Review/Planning Session
- You will not be marked at these meetings for the first two weeks

Part A – Supervisor Meetings

- Individual Review
 - Fill out the peer and self evaluation before the meeting.
 - Supervisors will read this out and as a Team you will deal with any issues raised.
 - For the peer evaluation, there will be a **public** and a **confidential** feedback section.
 - These sessions will be used to assess your Individual contribution to the project.

Part A – Supervisor Meetings

- Project Review/Planning Session
 - This will be led by you.
 - Please post a build to your supervisor 24 hours before the meeting.
 - We prefer working builds, but WIPs can be showcased.
 - We will also carry out a Sprint Review/Retrospective and agree a set of actions for the next Sprint.

Part B – Develop Prototype

- Use Studio Practice (and agreed times with your team) to build the prototype for your game.

Part C – Green Light Process

- This is where you will have to pitch your game to staff.
- The game can receive the following rating:
 - Green: No major issues
 - Amber: Some issues to address
 - Red: Game can't go ahead
- In the case red, you can defend the game and turn the rating to an amber.
- **Scheduled Week 6!**

Part D – Demo

- You will demonstrate your prototype to all staff.
- We will play your game and mark it against the **Product Evaluation** rubric.
- We will then discuss and normalise your marks.
- **Scheduled Week 13!**

Marking

- Marks are divided:
 - Individual (50%)
 - Team Working – **15%**
 - Agile – **15%**
 - Version Control – **10%**
 - Reflection (peer/self feedback) – **10%**
 - Game (50%)
 - Concept Coherence – **15%**
 - Creative Innovation – **15%**
 - Quality – **10%**
 - Player Engagement – **10%**
- **Please read the rubric!**

Marking – Version Control

- Every student is expect to engage with Version Control.
- Staff will use the **commit logs** on Bitbucket to aid in marking version control.
- We will also take into account how the different specialism engage with version control.

Assignment Tips

- Engage with Agile, ensure you attend stand-ups.
- Get into the habit of making weekly builds that everyone plays.
- Build a plan for the project (you should highlight key dates!)

Module Roadmap

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Synchronous workshop	Asynchronous Lecture	Synchronous workshop	Asynchronous Lecture	
Supervisor Meeting	Crit	Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Green Light Process

Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Synchronous workshop	Asynchronous Lecture	Synchronous workshop	Asynchronous Lecture	Synchronous workshop	Asynchronous Lecture
Supervisor Meeting	Supervisor Meeting	Supervisor Meeting	Crit	Supervisor Meeting	Supervisor Meeting

Week 13
Demo Day

Assignment Tips

- Engage with Agile, ensure you attend stand-ups, plan sprints, etc etc
- Get into the habit of making weekly builds that everyone plays.
- Use the following schedule to build a plan for the project.
- Turn up to Supervisor meetings and engage with all reviews.
- Address any team issues early on!

Resources

- Assignment Brief
 - <https://learningspace.falmouth.ac.uk/mod/resource/view.php?id=85237>