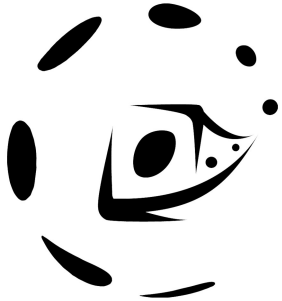
# COMP230
# Game Development I:
# Pre-Production



FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

# Introduction

This module forms the first part of a year-long game development project. You will consolidate your knowledge of computing for games in a practical way by applying techniques and methods to build a unique and innovative `indie'-style game. All the while, reflecting upon the professional and ethical implications of your working practice as well as the socio-cultural implications of the games that you design.

# Aims

This module aims to help you:

- Understand the design and implementation of innovative software products targeted at the games industry
- Consolidate your knowledge of game development practices and software engineering over a longer project period
- Understand the notion of professional practice and its ethical implications

| LO | Learning Outcomes | Assessment Criteria |
|---|---|---|
| 1 | Show a basic understanding of creative computing solutions using professional techniques. | Apply principles of computing creatively to build iteratively an effective computing solution relevant to the development of games. |
| 2 | Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards. | Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards. Annotate software to communicate with others effectively. |
| 3 | Show a basic development of the ability to reflect critically on and evaluate working methods and solutions. | Work iteratively on the basis of on-going evaluation and analyse critically the strengths and weaknesses of your iterations. |
| 4 | Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice. | Create a solution for which there is a market and for which you can show need. Research the platform and market for a solution. |
| 5 | Show a basic understanding of how to approach computing problems to create innovative solutions. | Based on research and iterative process produce an innovative solution. |
| 6 | Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively. | Make use of a range of methods to organise and execute a computing solution and meet deadlines, plan and organise your work flow effectively. |

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| **Academic Staff** | Dr Michael Scott | |
| | Alcywn Parker (Moderator) | |
| **Assignments** | Ethics & Professionalism Essay | 30% |
| | Pre-Production Tasks | 40% |
| | Project Pitches | 10% |
| | CPD Tasks | 20% |
| **Indicative Hours** | Sessions | 24 hours |
| | Supervised Studio Practice | 30 hours |
| | Directed Reading | 18 hours |
| | Ethics & Professionalism Essay | 21 hours |
| | Pre-Production Tasks | 28 hours |
| | Pitch Preparation | 7 hours |
| | CPD Tasks | 14 hours |
| | Self-Directed Study | 18 hours |
| | Self-Directed Studio Practice | 40 hours |
| | | **200 hours** |

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

# Additional Resources

Session Plans & Materials:
`http://learningspace.falmouth.ac.uk/course/view.php?id=1256`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp230`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp230`