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.

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/2018-19/comp230
```

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