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Introduction

For this assignment you will create and maintain a blog that will detail your development process during the course of the module. The goal of the blog is to capture your development process and the lessons you have learned from each prototype. This blog is not simply a review of each game, but a critical evaluation of your process and practices.

You should make a minimum of **three posts per game**.

"It isn't enough to pick a path—you must go down it. By doing so, you see things you couldn't possibly see when you started out; you may not like what you see, some of it may be confusing, but at least you will have, as we like to say, 'explored the neighborhood.' The key point here is that even if you decide you're in the wrong place, there is still time to head toward the right place."
– Ed Catmull, Creativity Inc.

- First post which details your initial thoughts about the brief and provides initial brainstorming
- Second post, which would usually be mid-way through development which updates the reader on the progress so far
- Third post, this reflects on the development of the prototype and details what you have learned so far

Before the final submission you should also make a post which contains the following

- A rationale of why you selected the 3 prototypes for submission
- What lessons you have learned from the development of the 5 prototypes
- Reflect on what you have learned as Designer
- State how you would approach a hypothetical 6th prototype

For the final submission you should provide a link to your blog, to the submission area of the assignment on the Learning Space.

Assignment Setup

To setup your blog, you should visit the following referral link <https://journal.falmouth.ac.uk/?join-invite-code=990-gam702>. This will guide you through the creation of the blog and add you to the class list. Please ensure that you name the blog something sensible and you pick a theme which makes the blog clear and readable.

In addition, please upload your a URL of your blog to the LearningSpace to the **StudentBlog** area.

This assignment consists of **five formative submissions**, followed by a **single summative submission**.

After each formative submission you will receive feedback from your peers and module tutor. You should note this feedback and feed this into subsequent blog posts.

The formative submissions consists of adding a link to the blog on the submission area on the Learning Space.



Marvel's Spider-man: PS4, early gameplay prototype showing web traversal mechanics.

Additional Guidance

It is important to keep the blog up to date, you should try to get into the habit of updating your blog, make it part of your practice.

For some good advice, please look at these resources:

- <http://thegameshub.com/how-to-write-an-amazing-indie-gamedev-blog/>
- <https://blog.hubspot.com/marketing/8-essential-writing-tips>
- <https://wpnewsify.com/blog/write-perfect-wordpress-blog-post/>

For some good examples, please check out the following:

- <https://www.positech.co.uk/cliffsblog/>
- <https://grumpygamer.com/>
- <https://www.pentadact.com/category/making-games/>

FAQ

- **What is the deadline for this assignment?**

Falmouth University policy states that summative deadlines must only be specified on the MyFalmouth system.

- **What should I do to seek help?**

You can email your tutor for informal clarifications.

- **How will I receive feedback on my work?**

You will be given verbal feedback on your work during the session in which it is marked. If you require more in-depth feedback or discussion, please book an appointment with your tutor.

- **Is this a mistake?**

If you have discovered an issue with the brief itself, please inform the module tutor.

Marking Rubric

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
Basic Competency Threshold	40%	Did not post the minimum posts per prototype	The student posted 3 blog posts per prototype. The student posted a final blog post. The standard of English was a decent standard.				
Standard of blog posts	20%	The blog post are very minimal. There are only a few lines of text.	The Blog posts has a fair structure with supporting references	The Blog posts has a good structure with supporting references The posts have images of the game in development	The Blogs have a very good structure with support references The posts have images of the game in development	The Blogs have an excellent structure with support references The posts have images of the game in development	The Blogs are of an industry standard
Reflection	15%	These is no reflection on the prototypes or practice	Little insight is demonstrated The student has carried out minimal reflection on their practice	Some insight is demonstrated The student has carried out some reflection on their practice	Much insight is demonstrated The student has carried out a good level reflection on their practice There is evidence of this reflection feeding forward into the next blog post	Considerable insight is demonstrated The student has carried out a very good level reflection on their practice There is a narrative flowing through each blog post	Significant insight is demonstrated. The student has carried out an excellent level reflection on their practice Each blog post builds on the previous one and demonstrates a real growth as a designer
Synthesis	10%	No attempt has been made to synthesise information from multiple sources.	A superficial attempt has been made to synthesise information from multiple sources.	A reasonable attempt has been made to synthesise information from multiple sources.	Information from multiple sources is synthesised into a somewhat cohesive whole.	Information from multiple sources is synthesised into a cohesive whole. Connections are analytical in nature.	Information from multiple sources is synthesised into a strongly cohesive whole. Connections are analytical and evaluative in nature.
Spelling & grammar	5%	Substantial spelling and/or grammatical errors.	Many spelling and/or grammatical errors.	Some spelling and/or grammatical errors.	Few spelling and/or grammatical errors.	Almost no spelling and/or grammatical errors.	No spelling or grammatical errors.
Structure	10%	There is no structure, or the structure is unclear.	There is little structure.	There is some structure. A few sentences and paragraphs are well constructed.	There is much structure. Some sentences and paragraphs are well constructed.	There is much structure, highlighting the key themes. Most sentences and paragraphs are well constructed.	There is much structure, highlighting the key themes. All sentences and paragraphs are well constructed.