

PORTFOLIO OF GAME PROTOTYPES

Version 1.5
Computing
GAM702

Brian McDonald

Introduction

For this assignment you will create **four** prototype games based on a series of provocations provided by the module tutor. In effect, you will be creating a small game prototype every two weeks.

At the end of each prototype you will create a postmortem video which will reflect on the prototype and the process you followed. We recommend that you upload this video to Microsoft Streams -

<https://web.microsoftstream.com/>

"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.*

As a Game Designer it is up to you on what kind of game you create and what technology you will use to create the prototype. You can create a digital game, boardgame, cardgame, RPG Module or physical game. However, you will need to justify all your key designs decisions in your postmortem videos.

For the final submission you have to select **three** prototypes that will go forward to be marked by the module tutor. You will include the postmortum video and a final 10 minutes video which will reflect on what you have learned during the course of the module.

Postmortem Video

You should produce a postmortem video and upload this so that your peers and members of staff can watch it. This video should be around 10 minutes long and contain the following:

- Brief description of the game
- Technology used
- Reflection on the development
- Key lessons learned (max of 3)

Assignment Setup

This assignment consists of **four 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 prototypes.

The formative submissions consists of a single zip file, with the following folder structure. You can also find a template zip file on the Assignment Space in the Learning Space



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

Digital Game Submission

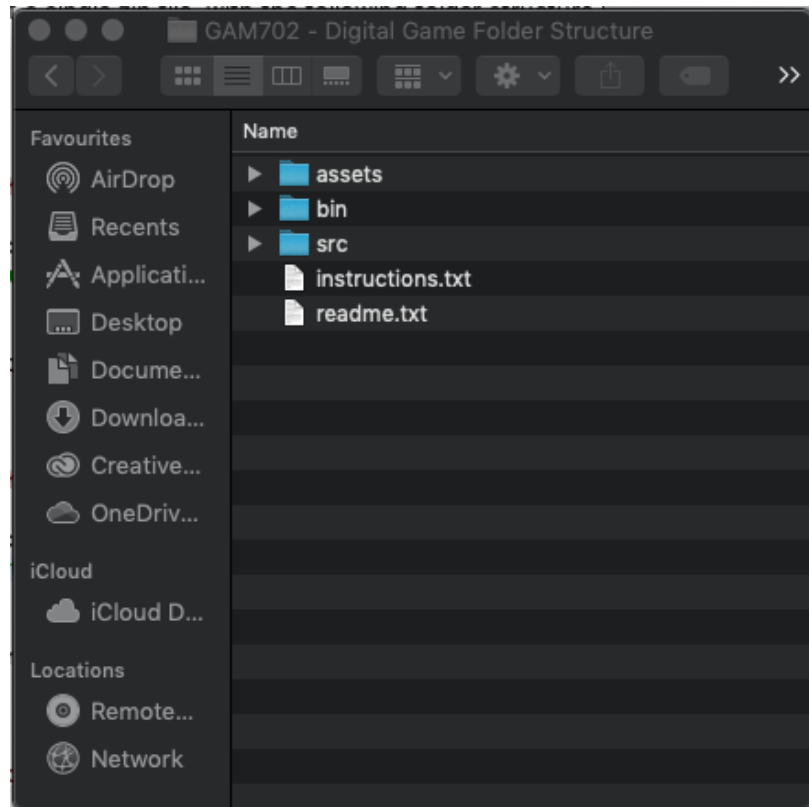


Figure 1: Recommended folder structure for formative submissions of Digital Games.

- The **instructions.txt** should contain any controls and other information required to play
- The **readme.txt** should contain a description of the game and any references to resources used for the game. **You should also include a link to your postmortem video**
- The **src** folder should contain the project files and source code for the game
- The **bin** folder should contain project compiled executable
- The **assets** folder should contain all source assets used in the game including images, documents or text

Physical Game (including Boardgame, RPG and Folk Game)

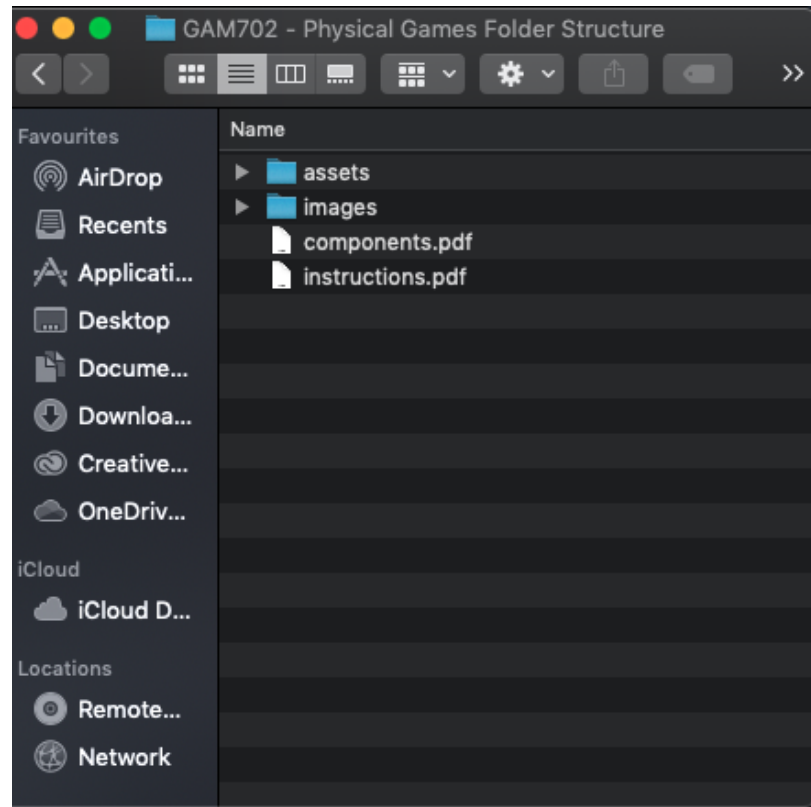


Figure 2: Recommended folder structure for formative submissions of Physical Games.

- The **readme.txt** should contain a description of the game and any references to resources used for the game. **You should also include a link to your postmortem video**
- The **components.pdf** should contain a list of all components (dice, cubes, coins etc) required to play the game
- The **instructions.pdf** should be in the style of a board game manual, with setup instructions, a how to play guide and detailed rule instructions
- The **images** folder should contain images of the components, game setup and gameplay
- The **assets** folder should contain all source assets used in the game including images, documents or text

If you need a good example of rulebook layout please look at the following

<https://www.fairway3games.com/writing-rules-a-recipe/>

Peer and self Assessment

At key points in the module you will be required to play a selection of prototypes produced by your peer and even your own game. It is required that you engage with this process through out the module. Every piece of feedback should be constructive and actionable, in addition, a portion of your mark will be derived on how you engage with this feedback process.

Final Submission

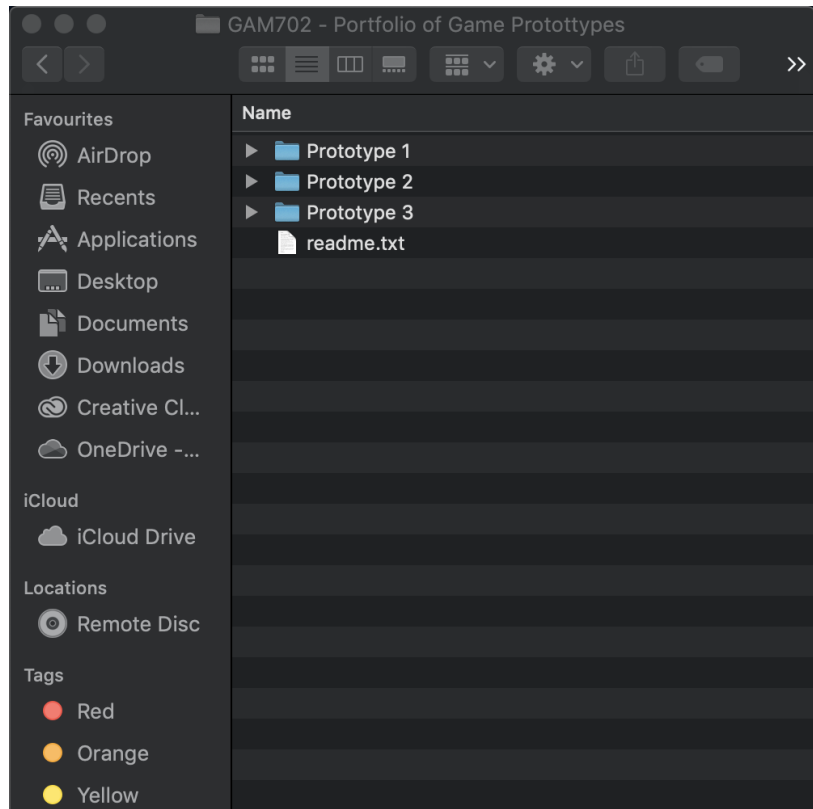


Figure 3: Recommended folder structure for final submission.

At the end of the semester you will be required make a final summative submission of **three** of your **four** prototypes. You will also create a final reflective video which will address the following:

- Why you selected each game
- What you learned about your design process
- How would you approach a hypothetical 5th prototype

Prepare a **single .zip file** containing your submissions **see folder structure**, and upload it to the appropriate submission area on LearningSpace. This zip file should also contain a **readme.txt** which contains a link to the final reflective video.

Finally you will present your three prototypes to members of staff in **Week 14**, this will involve you playing your prototypes and explaining your process.

This final submission is subject to the usual university policies regarding late submission or non-submission, as detailed in the course handbook — even if you have met all the formative deadlines, failure to make a submission via LearningSpace by the summative deadline will be subject to penalties.

Additional Guidance

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

All submissions and assessment criteria for this assignment are individual.

Criterion	Weight	Near Pass	Adequate	Competent	Very Good	Excellent	Outstanding
Basic Competency Threshold	40%	At least one part is missing or is inadequate.	Adequate ability to generate ideas, problem solving, concepts and proposals in response to set briefs and/or self-initiated activity. The work demonstrates an adequate, ethically informed, real-world experience of industry/business environments and markets. Enough work is available to hold a meaningful discussion. Adequate participation in-class peer-review activities No breaches of academic integrity.				
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 video	Considerable insight is demonstrated The student has carried out a very good level reflection on their practice There is a narrative flowing through each video post	Significant insight is demonstrated. The student has carried out an excellent level reflection on their practice Each video post builds on the previous one and demonstrates a real growth as a designer
Evolution of practice	15%	There has no evolution of practice. All games feel similar.	There is little evolution of practice. It feels like the designer hasn't properly learned from past prototypes.	This is some evolution of practice. There are some links in terms of lessons learned from previous projects.	There is much evolution of practice. There are visible direct links in terms of lessons learned from previous projects.	Considerable evolution of practice. Each prototype feels like a piece in a body of work.	Significant evolution of practice. There are clear lessons learned from each project. Each prototype feels like a piece in a body of work.
Peer Assessment	10%	No engagement. The feedback was non-existent or not useful at all	Little engagement. The feedback is not constructive or actionable.	Some engagement. The feedback is useful but doesn't go into enough detail to make any real impact.	Much engagement. The feedback has actionable points but requires more detail to be truly useful	Considerable engagement. The feedback is excellent, and contains many actionable points.	Significant engagement. The feedback is exemplary, it is actionable, contains alternative suggestions and approaches.
Creativity of the Prototypes	20%	No creativity. The work is a clone of an existing work with mere cosmetic alterations.	Little creativity. The work is derivative of existing works, with only minor alterations.	Some creativity. The work is derivative of existing works, demonstrating little divergent and/or subversive thinking.	Much creativity. The work is somewhat novel, demonstrating some divergent and/or subversive thinking.	Considerable creativity. The work is novel, demonstrating significant divergent and/or subversive thinking.	Significant creativity. The work is highly original, with strong evidence of divergent and/or subversive thinking.