

# PORTFOLIO OF GAME PROTOTYPES

Version 1.0  
MA Game Design  
GAM702

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## Introduction

For this assignment you will create **five** 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. After the end of the two weeks, you will receive feedback from your Peers and the Module Tutors.

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 decisions in the Development Journal, see **Assignment 2**

For the final submission you have to select **three** prototypes that will go forward into your final summative submission.

## Peer and self Assessment

After each formative submission 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.

## Assignment Setup

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 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

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*"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.

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

## Digital Game Submission

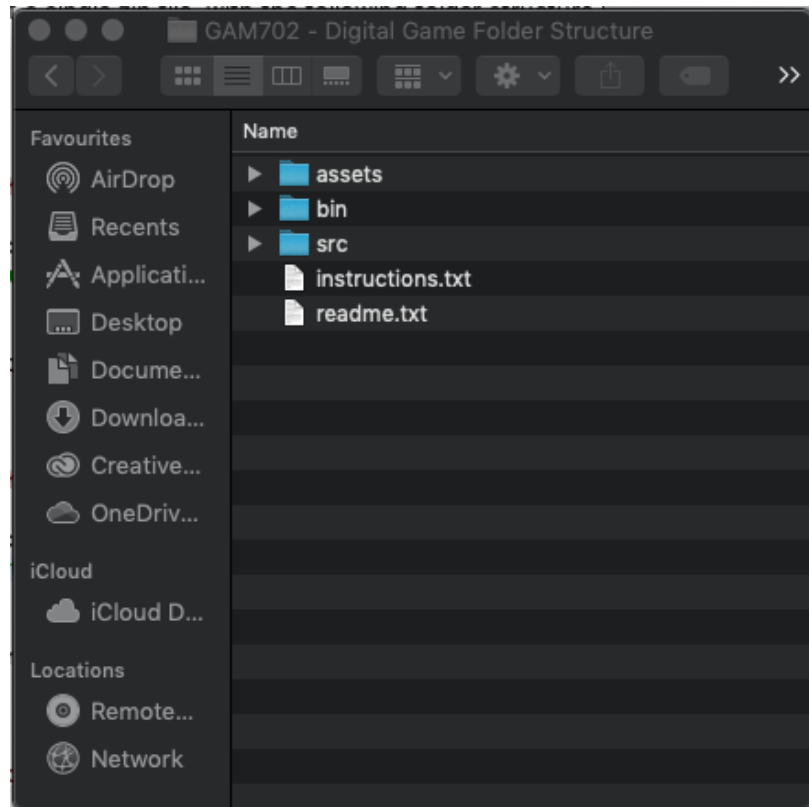


Figure 1: Recommended folder structure for formative submissions of Digital Games.

- 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. These resources include assets, reference materials, tutorials etc
- 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)

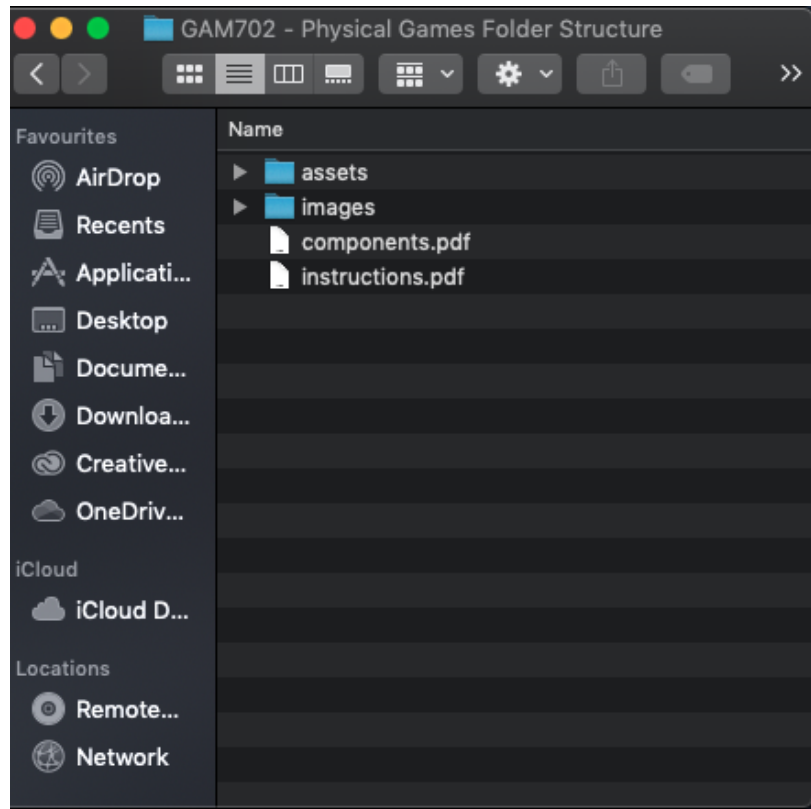


Figure 2: Recommended folder structure for formative submissions of Physical Games.

- The **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/> [https://www.orderofgamers.com/downloads/MansionsofMadness2ndEd\\_v1.pdf](https://www.orderofgamers.com/downloads/MansionsofMadness2ndEd_v1.pdf)

## Final Submission

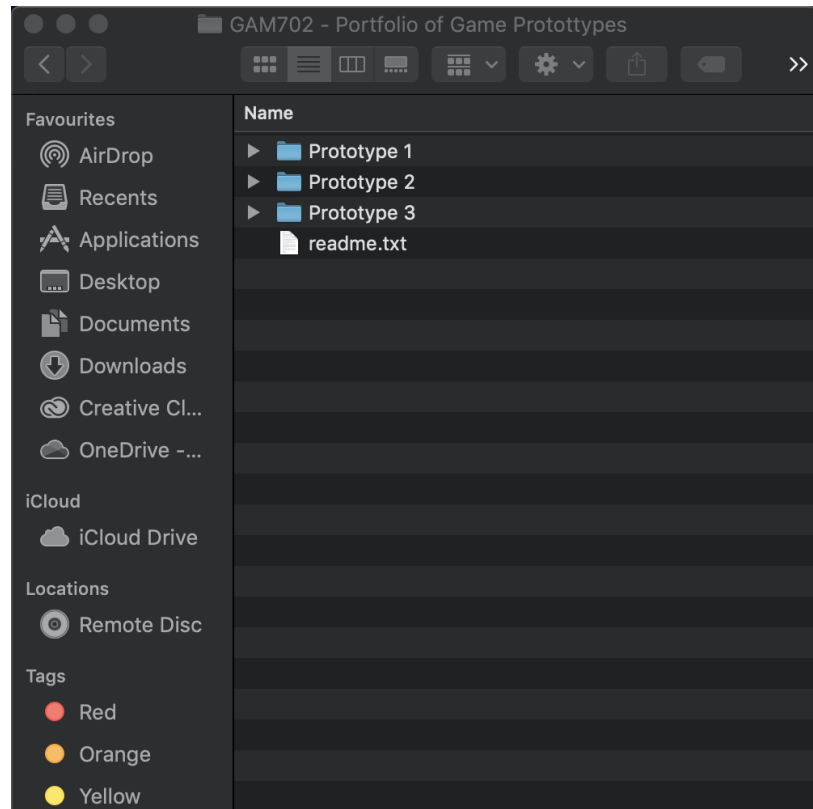


Figure 3: Recommended folder structure for final submission.

At the end of the semester you will be required make a final summative submission of **three** of your **five** prototypes. Prepare a **single** .zip file containing your submissions **see folder structure**, and upload it to the appropriate submission area on LearningSpace.

**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	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
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.				
Appropriateness of tools and techniques	15%	No appropriate tools or techniques are used  The tools selected throughout the project have not matched the challenge of the briefs.	Only one tool/technique has been used throughout the project.  The knowledge of this tool is fairly basic.	Only one tool/technique has been used throughout the project.  The knowledge of this tool has advanced throughout the project.	There has been a mix of two to three tools or techniques used.  The knowledge of these tools/techniques are fairly basic.  The tools/techniques selected feel justified in terms of the game idea	There has been a mix of two to three tools or techniques used.  The knowledge of this tool has advanced throughout the project.  The briefs have been satisfied.	There has been a mix of two to three tools or techniques used  The knowledge exhibited of these tools are at near expert level  The briefs has been satisfied.
Evolution of practice	20%	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.
Creativity of the Prototypes	25%	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.