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| Course Convenor: Tom Keene  Course Tutors: Hugh Hammond | Assessment Item:  Prototype |
| Course Code: MA1805 | Submission Date(s): 6th March, noon |
| Course Name:  Coding for the Arts | Submission Instructions:  This is a group project. Submit**two URL’**s linking to your project via Turnitin before 12pm on the stated date:   1) The URL to your GIT repository on GitHub. The repository **must contain** a completed **README.md** file alongside your other files. 2) The URL to the working version of your project hosted on GitHub Pages.  Your GitHub repository must be named as follows, where each X is the candidate number (started 24) of each group member: **X-X-X-ma2806-final-project**. |
| Assessment Weighting:  10% | Feedback Returned by:  Feedback will be delivered in class.  If you have any queries regarding your feedback please email the tutor or arrange an appointment during office hours. |
| Assessment Criteria:  The criteria for this piece of work are available here:  <https://intranet.royalholloway.ac.uk/mediaarts/documents/pdf/media-arts-marking-criteria-2016-17-all.pdf> | |
| Assessment Task:  Working with your group, present a prototype tilemap-based game, combining the coding techniques learned thus far in the module. You game could be a over-the-head adventure game like we’ve made in class, a simple RPG, a sidescroller, or any other genre, as long as it contains: one tilemap ‘area’ with a movable player, a collision map and original texture/sprite art, alongside a ReadMe containing the following:   * A plan for narrative development. * An explanation of themes your group wishes to explore. * 3-5 moodboard images that have inspired your aesthetic approach. These should be original art work (although you can include some inspirational images from other media *in addition* to your original artwork) * A list of the group members and a detailed account of their duties/role in the development of the project.   Assessment Details:  Present your prototype project with your groupmates in class. Present a walkthrough (either live or pre-recorded) of your game. Myself and classmates will offer feedback and ideas for you to consider and develop. This will be unmarked but helpful in submitting your prototype for marking.  The project should be between 250-500 lines of code in total. Your code should be **heavily commented** to explain programming decisions, techniques, and approaches, and also to note where you’re having problems and to show where something did not work as intended.  This is a group project. Submit**two URL’**s linking to your project via Turnitin before 12pm on the stated date:   1) The URL to your GIT repository on GitHub. The repository **must contain** a completed **README.md** file alongside your other files. 2) The URL to the working version of your project hosted on GitHub Pages.  Your GitHub repository must be named as follows, where each X is the candidate number (started 24) of each group member: **X-X-X-ma2806-final-project**.  **Plagiarism:**  This module adopts a **zero tolerance** policy regarding plagiarism. All cases of plagiarism will be acted upon, and treated according to the College’s regulations, which you can consult at the following links:   * <https://www.royalholloway.ac.uk/ecampus/documents/pdf/regulations/regulationsassessmentoffences.pdf> * <https://www.su.rhul.ac.uk/news/article/SURHUL/Plagiarism-FAQs/> | |