# Southampton Solent University

# Coursework Assessment Brief

# Assessment Details

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| Unit Title: | Gameplay and Game Design |
| Unit Code: | CGP 502 |
| Unit Leader: | James TerKeurst |
| Level: | 5 |
| Assessment Title: | Design Portfolio |
| Assessment Number: | AE1 |
| Assessment Type: | Design Portfolio |
| Restrictions on Time/Length : | n/a |
| Individual/Group: | Individual |
| Assessment Weighting: | 100% |
| Issue Date: | Week of 26th September 2016 |
| Hand In Date: | 14 December 2016 |
| Planned Feedback Date: | January 2017: The Unit Team will make every effort to give feedback within a 4-week period but please be aware that in exceptional circumstances, this may not be possible. |
| Mode of Submission: | Hard copy |
| Number of copies to be submitted: | 1 |
| Anonymous Marking | This assessment will: be exempt from anonymous marking as it falls within an exempt category under the University’s Anonymous Marking Policy. |

# Assessment Task

# See Below.

# Assessment criteria

See below.

# The criteria used in marking will be discussed and made clear in advance of the assessment. Your own self-assessment with respect to the criteria with prompt feedback on your work should help you clarify things you do not understand (Please refer to the University’s Generic Grading and Classification criteria on the portal).

# Learning Outcomes

This assessment will enable students to demonstrate in full or in part the learning outcomes identified in the unit descriptors.

# Late Submissions

Students are reminded that:

1. If this assessment is submitted late i.e. within 5 working days of the submission deadline, the mark will be capped at 40% if a pass mark is achieved;
2. If this assessment is submitted later than 5 working days after the submission deadline, the work will be regarded as a non-submission and will be awarded a zero;
3. If this assessment is being submitted as a referred piece of work (second or third attempt) then it must be submitted by the deadline date; any Refer assessment submitted late will be regarded as a non-submission and will be awarded a zero.

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2o-assessment-policy-annex-1-assessment-regulations.pdf?t=1411116004479>

# Extenuating Circumstances

The University’s Extenuating Circumstances procedure is in place if there are genuine circumstances that may prevent a student submitting an assessment. If students are not 'fit to study’, they can either request an extension to the submission deadline of 5 working days or they can request to submit the assessment at the next opportunity (Defer). In both instances students must submit an EC application with relevant evidence. If accepted by the EC Panel there will be no academic penalty for late submission or non-submission dependent on what is requested. Students are reminded that EC covers only short term issues (20 working days) and that if they experience longer term matters that impact on learning then they must contact a Student Achievement Officer for advice.

A summary of guidance notes for students is given below:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-4/4p-extenuating-circumstances-procedures-for-students.pdf?t=1472716668952>

# Academic Misconduct

Any submission must be students’ own work and, where facts or ideas have been used from other sources, these sources must be appropriately referenced. The University’s Academic Handbook includes the definitions of all practices that will be deemed to constitute academic misconduct. Students should check this link before submitting their work.

Procedures relating to student academic misconduct are given below:

<http://portal.solent.ac.uk/support/official-documents/information-for-students/complaints-conduct/student-academic-misconduct.aspx>

**Ethics Policy**

The work being carried out by students must be in compliance with the Ethics Policy. Where there is an ethical issue, as specified within the Ethics Policy, then students will need an ethics release or an ethical approval prior to the start of the project.

The Ethics Policy is contained within Section 2S of the Academic Handbook:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2s-university-ethics-policy.pdf>

**Anonymous Marking**

A copy of the University’s Policy on Anonymous Marking, process details and student guidance on submission sheet completion can be found on the following links, which are also uploaded on the Student Portal.

Fact Sheet: <http://portal.solent.ac.uk/documents/academic-services/policies-procedures-guidelines/anonymous-marking-fact-sheet.pdf>

Process: <http://portal.solent.ac.uk/documents/academic-services/policies-procedures-guidelines/anonymous-marking-process.pdf>

**Grade marking**

The University uses a letter grade scale for the marking of assessments. Unless students have been specifically informed otherwise their marked assignment will be awarded a letter grade. More detailed information on grade marking and the grade scale can be found on the portal and in the Student Handbook.

Policy: <http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2o-assessment-policy.pdf>

## Latest Hand-in Date

14 December 2016: Design Portfolio in to Assessments office (A309).

Note: Extensions to the published hand-in date will **not** be given, but refer to the current guidelines and form for Extenuating Circumstances, available on the Portal or from the Faculty Office RM236.

## Planned Feedback Date

January 2017

Formative Tutor & Peer feedback will be given throughout the semester.

Note: Normally, you will not receive your original work back after marking, therefore, always keep a copy of what you hand in. However, you should always receive feedback on your performance.

Note: Please consult the Student Handbook for the regulations and procedures that apply to all assessments. This was handed out at enrolment and is also available on the Portal or from the Faculty Office RM236.

## Assessment Task

**Scenario**

**As one of the best game designers in a medium sized game development company, you have been asked by management to create a Design Portfolio for a new 2D game. If successful, your new game would start development next year, so the Design Portfolio needs to be complete by 14 December 2016.**

**Management has requested that you have the following elements in the Design Portfolio:**

Micro Game Design Document

No more than 15 pages (2,500 words), the Game Design Document must contain the following sections: Elevator pitch; Story; Characters; Level/environment design; Gameplay; Art; Sound and Music; User Interface and Game Controls; Test Report; Post-mortem.

Art Style Guide

Images and artwork that you have developed that express the visual style of the game. These can be sketches of the environment, characters, user interface etc. Along with these sketches you should also include images of any assets you have created for the prototype.

Game Prototype

You will have a basic implementation of at least the first few minutes of gameplay using the art assets you have created. It is very important that the prototype is a fully implemented game mechanic. The characters and environment may be white-boxed, but the user interface should be functional.

**What you need to do**

To pass this module you must do the following:

Create the Micro Game Design Document for your game

Create a collection of sketches and art assets for your game

Develop a basic 2D prototype of you game

Write a post-mortem describing your design process, the development process, problems encountered and lessons learned.

Hand ins:

Design Portfolios are due in at the Assessments Office (A309) by 4pm on 14 December 2016. Failure to hand in all of the following will result in an automatic failure:

A printed copy for your Micro Game Design Document along with your Art Style Guide. The front page of this must contain at least the following information: Your full name; Your Student Number; CGP 502.

A copy of your Game Prototype on a USB memory stick and securely attach it to your Design Portfolio. You must have only the Game Prototype on this USB memory stick, and it must be in a folder titled: Your full name; Your Student Number; CGP 502.

**Assessment Marking Scheme**

Note: All work is expected to use correct spelling and grammar. Any work with spelling or grammar errors will have marks reduced accordingly.

Points are awarded as follows: 5 = excellent; 4 = good; 3 = satisfactory; 2 = acceptable;

1 = poor; 0 = no evidence.

**Micro Game Design Document (30 points) A B C D F N**

1. Description of game design     5 4 3 2 1 0

(from backstory to complete description)

2. Evidence of design iterations                            5 4 3 2 1 0

    (clear evidence of design evolution)

3. Description of game mechanic               5 4 3 2 1 0

     (complete, appropriate to design, realizable)

4. Spelling and grammar                               5 4 3 2 1 0

      (spelling, grammar, citations etc.)

5. Post-mortem                                                   5 4 3 2 1 0

    (identifies all issues, reflects on process)

6. Completeness                               5 4 3 2 1 0

      (all sections complete, appropriate content)

**Total Points Micro Game Design Document \_\_\_\_\_\_\_\_**

**Art Style Guide (20 points)**

1. Level concept drawings     5 4 3 2 1 0

(complete drawings of entire level)

2. Major character sketches               5 4 3 2 1 0

     (each major character fully illustrated)

3. User interface design 5 4 3 2 1 0

(UI appropriate and user friendly)

4. Assets                                                             5 4 3 2 1 0

    (all assets in the game)

**Total Points Art Style Guide ­­­­­­­­\_\_\_\_\_\_\_\_**

**Game Prototype (50 points) A B C D F N**

1. Game design     5 4 3 2 1 0

(matches micro game design document)

2. Game mechanic               5 4 3 2 1 0

     (matches micro game design document)

3. User interface 5 4 3 2 1 0

(matches micro game design document)

4. Controls 5 4 3 2 1 0

(matches micro game design document)

5. Use of space 5 4 3 2 1 0

(barriers, colours, sounds, lighting)

6. Clear goals 5 4 3 2 1 0

(matches micro game design document)

7. Balance 5 4 3 2 1 0

(playability)

8. Completeness                                           5 4 3 2 1 0

    (matches micro game design document)

9. Rules / how to play information                      5 4 3 2 1 0

    (comprehensive, understandable)

10. Testing                               5 4 3 2 1 0

     (black box testing with report)

**Total Points Game Prototype \_\_\_\_\_\_\_\_**

**Design Portfolio Total Points \_\_\_\_\_\_\_\_**

**Grade \_\_\_\_\_\_\_\_**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | F4-F1 | D3-D1 | C3-C1 | B3-B1 | A4-A1 |
| Micro Game Design Document  30% | *Little or no discussion of back story. No evidence of design iterations, incomprehensible game mechanic, poor spelling and grammar, little or no post-mortem and most sections incomplete* | *An outline of most aspects of the game. Evidence of design iteration. Some game mechanic description. Many spelling and grammar errors. A post-mortem and most sections completed.* | *An outline of most aspects of the game with one aspect of the game described in detail. Good evidence of design iteration. Satisfactory game mechanic description. Some spelling and grammar errors. A satisfactory post-mortem and almost all sections completed.* | *Significant amount of game content fully described. Clear evidence of design iteration. Good game mechanic description. A few spelling and grammar errors. A good post-mortem and all but one section completed.* | *The description covers all aspects of the game content in detail. Comprehensive evidence of design iteration. Complete, appropriate and realizable game mechanic. No spelling or grammar errors. Comprehensive post-mortem and all sections completed.* |
| Art Style Guide  20% | *No level concept drawings. No major character sketches. Bad user interface design. Few or no assets created.* | *Basic level concept drawings. One major character sketch. Basic user interface design. Few assets created.* | *Satisfactory level concept drawings. Some major character sketches. Functional user interface design. Some assets created.* | *Good level concept drawings. No major character sketches. Good user interface design. Most assets created.* | *Complete level concept drawings. All major character sketches. Excellent user interface design. All assets created.* |
| Prototype  50% | *Student creates no prototype.* | *A paper prototype testing several areas of the gameplay with results clearly recorded and conclusions drawn.* | *Digital prototype of an aspect of the game has been created and tested with modifications to the design made where necessary.* | *Almost complete digital prototype has been made, tested and gone through some testing and balancing. Prototype is a good match for the micro game design document and has reasonable use of space, understandable goals and comprehensible rules.* | *Digital prototype has been made, tested and gone through various cycles of testing and balancing. Prototype is an excellent match for the micro game design document and has excellent use of space, clear goals and complete rules.* |