CM1101 — TEAM PROJECT
ADVENTURE GAME ASSESSMENT

The aim of this final assessment (worth **50%** of the total marks available for this module) is to give you the opportunity to demonstrate your creativity and originality; to apply, where appropriate, knowledge and skills taught in this module; to demonstrate programming, design and investigative skills; and to learn how to undertake a sizeable project as a team.

1. Demonstration

On **Thursday 20 October (Week 4)**, you will need to showcase your game and its design and implementation to the "customers" from RetroBazinga Ltd (a UK-based company specialising in old-school games). The role of the "customers" will be played by two members of COMSC staff.

The schedule of the presentations and the allocations of rooms will be sent later. Please arrive promptly and do not be late.

Your presentation must not last longer than **20 minutes** (including time for questions). It should address the details of your implementation, a justification for all of your design decisions and substantiate why the product you are offering should be purchased by RetroBazinga Ltd. Your presentation should also include a **full demonstration** of your game. Please remember to highlight any interesting features of your game (and aspects of the content) during the presentation. If you are using any third-party libraries (such as PyGame), make sure you clearly state this in your presentation too.

Each presentation room will be equipped with the following facilities and software: a projector, a Windows laptop or desktop, Python 3, a PDF viewer, and Microsoft Office 2007. You are welcome to use your own laptop (in fact it may be safer) for the demonstration. However, it is your responsibility to ensure compatibility with the room's equipment (for example, you must bring an appropriate display adapter) and that you do not use an excessive amount of time to set up (more than three minutes is too much).

2. Submission

Further to the presentation, each team must submit one copy of your full program by email to: `SidorovK@cardiff.ac.uk` no later than **Wednesday 19 October 23:59**. Any submissions or re-submissions will not be accepted after this time.

Please place everything in a single `zip` archive named `GameTeamXX.zip`, replacing `XX` with your team's number, including leading zeros. This should include any supporting assets required by the program, such as images or sounds. Please use the following email subject line: `GameTeamXX`
where, again, `XX` is your team number. The email should also contain the URL to a `github` repository containing your game.

You should also, like with any submission of the coursework, submit a coversheet, which can be downloaded from here:
https://www.cs.cf.ac.uk/currentstudents/Coversheet.pdf

3. Marking

The indicative marking criteria are shown on the next page. In summary, the following areas will be assessed:

- Technical Proficiency of Software   **40 marks**
- Content and Creativity   **30 marks**
- Product Pitch and Presentation   **30 marks**

4. Exhibition

On Friday 21 October, from 9:00 to 13:00 we will have an exhibition of your games, for everyone to see and enjoy. Please set up your game demo in the labs in the morning and please make sure the station is manned for the entire duration of the exhibition. Please allow sufficient room between adjacent demos.

I also recommend that you print a one page summary (bullet points) of the interesting aspects of your game and place it next to your computer.

Good luck!

GAME ASSESSMENT

Team number: _____   **Examiners:** _____

Room: _____   **Time:** _____

Technical Proficiency of Software [40 marks]

Content and Creativity [30 marks]

Product Pitch and Presentation [30 marks]

The marks for the game and the presentation shall be awarded according to the following indicative criteria:

[70 − 100]: A fully working game implementation with interesting additional technical features. Elegant architecture of the software (*e.g.* appropriate decomposition into sub-problems). Excellent use of relevant algorithms and data structures. There are no observable bugs. The content (story, characters, *etc.*) is exciting and indicates creativity. The game is a pleasure to play. The presentation is professionally carried out and the questions are handled admirably. Attention to detail (*e.g.* documentation) is evident.

[60 − 70): A full implementation (or close to) with some interesting additional technical features and acceptable elegance and technical proficiency. Minor bugs are present. The content is good, but is not yet of professional quality. The presentation is not spectacular, but is very good for 1st year students, and the questions are handled with grace.

[50 − 60): A good, but not fully complete, implementation. Little is done above the provided template (which included movement, inventory, and a basic verb-object parser). The presentation acknowledges and addresses how the missing parts may have been designed and implemented. Noticeable bugs, which nonetheless allow the game to be played, are evident. The elegance of code and design is not observed. The game is boring and the content is unimpressive. The presentation is unrehearsed, does not run smoothly, the students fail to come up with clever responses to questions.

[40 − 50): A limited implementation, not exceeding the baseline template. Bugs make the game virtually unplayable, let alone the unimpressive content. The presentation is barely understandable and removes more value from the game than it adds.

[0 − 40): The game is unplayable and/or is annoying to play and even to launch. The user tends to quit the game in frustration almost immediately. The code is made of spaghetti and the software is evidently designed by trial and error. The presentation makes the assessors play with their phone most of the time.