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| **Qualification** | Level 4 HND in Computing (Pearson) | | | |
| **Unit No. and Title** | Unit 47 Games Development | | | |
| **Assessor Name** | Neal Robinson | | **Issue Date** | 12/03/19 |
| **Internal Verifier** | Joseph Trobisch | | **IV Date** | 25/01/19 |
| **Assignment Title** | Game Development, Review and Evaluation | | | |
| **Submission Deadline** | Friday 14th June 2019, 16:00 | | | |
| **Learning Aims/Outcomes** | | **Vocational Scenario (Context/Background)** | | |
| * **LO3** Work individually and as part of a team to plan and produce a functional video game, including support documentation. * **LO4** Evaluate the performance of a video game against its Game Design Document and original concept. | | [Image result for unreal engine logo](https://www.google.co.uk/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwj1m4PX4_ngAhVSyRoKHaj-D48QjRx6BAgBEAU&url=https://sv.wikipedia.org/wiki/Unreal_Engine&psig=AOvVaw3Q8q1ZFnWccGwErgQwgq0s&ust=1552383048310166)For the past six months you have been working for a leading games design and development studio located in the city centre. During your regular weekly meeting you are told that the studio is running an internal competition called ‘GAMECOMX’ to give employees an opportunity to design and develop original game ideas. Your manager suggests that this would be a great opportunity for you to demonstrate your capabilities by developing an original game concept. After considering all the options, you and several other colleagues decide to enter the competition.  The competition is divided into four separate stages; proposal,  build environment review, peer-review and develop, and  evaluation.  This assignment will assess the final two stages of the  competition. | | |

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| **Task 1 – Peer-review and Develop** | | |
| Create a formal presentation that effectively reviews your video game concept together with your preferred design development methodologies and selected tools and techniques. You are required to deliver this presentation to your peers and document any feedback given.  Interpret your peer-review feedback, and identify and evaluate opportunities not previously considered when designing your concept. Justify the reasons why you have chosen to include (or not to include) them as part of this development.  Develop a functional video game based on your specific Game Design Document with supportive evidence of using the preferred design and development methodologies and selected tools and techniques e.g. documentation relevant to the stages of the lifecycle you have implemented. You will be required to demonstrate your game to a panel of judges once submitted. | | [Image result for games development](https://www.google.co.uk/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjTx7-_6fngAhXR4IUKHWH8CzwQjRx6BAgBEAU&url=https://dzone.com/articles/integrating-machine-learning-into-game-development&psig=AOvVaw3di45jOuAiqP_S2x6WvGux&ust=1552384611113093) |
| **Checklist of evidence required/ Submission Format(s)** | * Peer-review presentation resources (e.g. PowerPoint file) and peer feedback (notes and/or completed feedback forms). * Your evaluation should be evidenced within a structured report. * Due to file size restrictions, you will need to submit your game to your tutor in person by the set deadline. | |
| **Learning Aims/Outcomes: Assessment Criteria** | **LO2 & LO3:** D2  **L03:** P4, P5, M3, M4 | |

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| **Task 2 – Evaluation** | |
| Critically analyse the factors that influence the performance of a video game and evaluate the performance of your game against these factors.  Using this analysis, critically review the design, development, game elements and testing stages of your video game. Conclude your review by reflectively discussing the risks you identified within your risk assessment.  Within the review you should critically evaluate the strengths and weaknesses of your video game and fully justify opportunities for improvement and further development. | |
| **Checklist of evidence required/ Submission Format(s)** | * Task 2 should be evidenced within a structure report. |
| **Learning Aims/Outcomes: Assessment Criteria** | **L04:** P6, M5, D3 |

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| **Assessment Criteria** | | | |
| **Learning Aims/Outcomes** | **Pass** | **Merit** | **Distinction** |
| **LO3** Work individually and as part of a team to plan and produce a functional video game, including support documentation. | **P4** Create a formal presentation that effectively reviews your video game concept together with your preferred design development methodologies and selected tools and techniques. Use this presentation as part of a peer-review and document any feedback given.  **P5** Develop a functional video game based on a specified game concept. | **M3** Interpret your peer-review feedback and identify opportunities not previously considered.  **M4** Develop a functional video game based on a specific Game Design Document with supportive evidence of using the preferred design and development methodologies and selected tools and techniques. | **D2** Evaluate any new insights, ideas or potential improvements to your concept, methodology or use of tools and justify the reasons why you have chosen to include (or not to include) them as part of this development. |
| **LO4** Evaluate the performance of a video game against its Game Design Document and original concept. | **P6** Evaluate the performance of your video game against your original concept. | **M5** Critically analyse the factors that influence the performance of a video game and use them to undertake a critical review of the design, development, game elements and testing stages of your video game. Conclude your review by reflectively discussing your previously identified risks. | **D3** Critically evaluate the strengths and weaknesses of your video game and fully justify opportunities for improvement and further development. |

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| **Sources of information to support you with this assignment** |
| **Textbooks**  Gibson, J. (2014) *Introduction to Game Design, Prototyping, and Development. New Jersey*: Pearson Education.  Gregory, J. (2014) *Game Engine Architecture*. United States: Taylor.  Madhav, S. (2013) *Game Programming Algorithms and Techniques*. USA: Addison-Wesley.  Nystrom, R. (2014) *Game Programming Patterns*. USA: Genever Benning.  Rogers, S. (2014) *Level Up! The Guide to Great Video Game Design*. UK: John Wiley and Sons Ltd.  Schell, J. (2014) *The Art of Game Design: A Book of Lenses*. USA: A K Peters/CRC Press. |