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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** | | 24/01/19 |
| **Assignment Title** | Game Proposal and Build Environment Review | | | | | |
| **Submission Deadline** | Friday 12th April 2019, 24:00 (12 midnight) | | | | | |
| **Learning Aims/Outcomes** | | | **Vocational Scenario (Context/Background)** | | | |
| * **LO1** Develop a Game Design Document by evaluating and synthesising game ideas into an original video game concept. * **LO2** Use different design and development methodologies with tools and techniques associated with the creation of a video game. | | | 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.  [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)The competition is divided into four separate stages; proposal,  build environment review, peer-review and develop, and  evaluation.  This assignment will assess the first two stages of the  competition. | | | |
| **Task 1 – Proposal** | | | | | | |
| Produce a Game Design Document which analyses and outlines key aspects of your game concept, such as; the game type, story, characters, environment, levels, gameplay, art, sound, UI and controls. Your concept should be original, composing of different game-based ideas.  For each design element within your Game Design Document, you should evaluate and justify their use when designing a game.  Conduct a risk assessment following the completion of your Game Design Document. Examine any areas of risk related to the successful completion of your game. This should documented within a structured table, with the potential impact and severity of each risk identified along with ways in which they can be minimised or eliminated. | | | | | [Image result for video games montage](https://www.google.co.uk/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjExNPM3-3gAhVvBGMBHbZPDL0QjRx6BAgBEAU&url=https://vironit.com/what-game-genres-exist/&psig=AOvVaw1qNTyPIU3iZbpWdapaT6hT&ust=1551969602264889) | |
| **Checklist of evidence required/ Submission Format(s)** | | A Game Design Document and risk assessment should be produced to evidence task 1. | | | | |
| **Learning Aims/Outcomes: Assessment Criteria** | | **L01:** P1, P2, M1, D1 | | | | |

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| **Task 2 – Build Environment Review** | | | | |
| Research and compare the different games design and development methodologies, tools and techniques. Determine and justify those that have been selected for the development of your video game. | | | | |
| **Checklist of evidence required/ Submission Format(s)** | | Task 2 should be evidenced within a structured report. | | |
| **Learning Aims/Outcomes: Assessment Criteria** | | **L02:** P3, M2  **LO2 & LO3:** D2 | | |
| **Assessment Criteria** | | | | |
| **Learning Aims/Outcomes** | **Pass** | | **Merit** | **Distinction** |
| **LO1** Develop a Game Design Document by evaluating and synthesising game ideas into an original video game concept. | **P1** Explore different game-based ideas, blending them into an original video game concept.  **P2** Examine any areas of risk related to the successful completion of your video game. | | **M1** Analyse and combine common game design elements (such as type, story, characters, environment, levels, gameplay, loops, art, sound, user interface and controls) with your original video game concept to create a suitable Game Design Document. | **D1** Evaluate common game design elements and justify their use when designing a suitable Game Design Document. |
| **LO2** Use different design and development methodologies with tools and techniques associated with the creation of a video game. | **P3** Research the use of different design and development methodologies, tools and techniques and determine which have been selected for the development of this video game. | | **M2** Compare the differences between the various design and development methodologies, tools and techniques researched and justify your preferred selection. | **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. |

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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. |