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|  | **University of Northampton**  **Faculty of Arts, Science and Technology** |

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| **Course:** | BA (Hons) Games Art, Design, Programming |
| **Academic Period** | 2024-2025 |
| **Level:** | 4 |
| **Module Title:** | CSY1077 Group Project Game: Fundamentals |
| **Assessment Title:** | **PJ1 Group Project Tablet Game (60% module weighting)** |
| **Submission Type:** | Group |
| **Module Leader:** | Vikaas.Mistry@northampton.ac.uk |

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| **Deadline:** | Date: | 16-05-25 | Time: | 23:59 |
| **Submission Format:** | * Multiple submissions. * Milestone evidence will be used as part of the assessment. * A mix of data and presentation. * Only one member of the team will need to do this. | | | |

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| **Module Learning Outcomes** |
| **Subject-Specific Knowledge, Understanding & Application** |
| 1. Use principles of game design project management to deliver to a project plan. 2. ~~Consider and allocate different specialist roles within a game development team~~ 3. Design, develop and deliver a digital game product according to a brief / concept and design description. |
| **Changemaker & Employability Skills** |
| 1. Perform and function cooperatively in a multidisciplinary team, to meet specified objectives. 2. Fulfil all own responsibilities to the required team deadline and standard. 3. ~~Communicate with others through clear written, visual and oral methods.~~ |

**Overview**

Mobile gaming has become the driving force behind the rapid growth of the global video gaming market. In 2022, smartphone games accounted for 45% of video gaming revenue worldwide as mobile penetration rates and smartphone usage continue. In 2023, it is estimated to be 74.4%, so it looks like it has no plan of slowing down.

You will create a Vertical Slice for a Tablet game in your group of Artists, Designers and Programmes.

A Vertical Slice will give the publishers a taste of the game's look, feel, and gameplay to acquire the next stage of your development fund. This is not a complete game, but it must be fun to play and show the potential for the full game idea.

**Brief**

Your team will need todesign, plan, manage and build your vertical slice. You will have multiple submissions that will need to be submitted at milestones for assessment.

The Vertical slice will need the following:

* Build that runs on the UoN Games **Android Tables** and **Apple iPad**
* Work without external control
* Run optimised for the device 30 FPS min
* Max PEGI 16
* Single-player experience
* Tutorial
* Two levels could be enough (depending on the type of game)
* Accessibility considerations
* Made in Unity, Unreal or Godot engines

### **Milestone 1 Week 2: Idea Pitch, One Sheet and Basic Development Plan 03.02.25**

For this milestone, you will present your chosen game idea, basic development plan, one sheet, and Gantt chart and how they fit the brief.

The list below is just some suggestions of what you can cover:

* Your team
* Game idea, why this idea
* The sound of the game
* Use of the Platform
* Thoughts on PEGI
* About your target audience
* UPS
* Basic development plan (Gantt chart)

**Your lecturer will film and upload the pitch, so you will need to upload your One Sheet and** Gantt chart **to Milestone's hand in the slot.**

### **Milestone 2 Week 4: Design, Project Management Paperwork 17.02.25**

For this Milestone, you will present and discuss your team's final design decisions and planning (you should have already started making the game at this point).

You will need to **present it** in the sessionand **upload** it to the milestone submission point. Names next to each team member’s contribution need to be added to the work done:

1. **GDD** Game Design Documentmust use the **Y1 GDD template**.
2. **OneSheet** updated
3. **Pseudocode** for all the code you proposed to be created for the core game. Not all of it will end up in the game. This should be annotated to explain what code going in the final game.
4. **Art Guide, Level map/location layout and UI Design:** You should Include the concept, **not the final pieces**. Include annotation, especially if the image did not make the final game (explaining why it may not be used).
5. **Team responsibility list** a list of each member of the team the roles and a description of the responsibilities
6. **Production Scheduling,** Gantt chart containing each task, who is responsible, estimated start, and finish date, Milestones and testing.
7. **Scrum Board with 3 weeks of progress** with changes for the first 3 weeks.
8. **Weekly meeting minutes x 3** meeting minutesconsist of at least three entries.

**Submission will need to be uploaded as one document in Word Doc file format to the Milestone hand-in slot check hand-in date on the hand-in slot.**

### **Milestone 3 Week 9: Tablet Alpha In-House Testing And Feedback 24.03.25**

For this Milestone, you need to submit a **Functionality Testing Table** showing that **everyone** on your team has wholly tested every element of your game.

**Functionality Testing Table** is about testing components of the game see examples below.

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| Testing Art | Testing Design | Testing Code |
| * All artwork is to the correct scale * Colours work correctly * Animations work * Cropping of objects is correct * Quality of work matches the style set by the team * Shaders | * UI adjust to screen size * Sound and Music * Balance of the game * Spelling and grammar * Mechanics work as expected * Level design works * Lighting * Post-Processing | * All navigation links work * Player controls * Enemies move correctly * Scoring * Pickup’s * Hitbox’s * Health * Hosting |

You will need to ensure that testers' names and dates are added to the table. Again, use screenshots to help show the Bugs.

### **Milestone 4 Week 11: Tablet Beta Public Testing And Feedback 21.04.25**

For this Milestone, you will conduct a public **Gameplay** Beta of your game. This will be done away from the game labs in a public space like the Learning Hub and documented as a table.

**Gameplay Testing** is about getting others to play your game and logging the good, the bad, and the ugly so you can make improvements to your game.

**Both Tables will need to be uploaded as one document in Word Doc file format to the Milestone hand-in slot. Check the hand-in date on the hand-in slot.**

### **Milestone 5 Week 13: Tablet Game Vertical Slice Presentation 06.05.24**

You will upload and present the game running on a Android tablet and iPad the Game must contain the following

**Your game must include:**

* UON Games Splash Screen (that can be skipped)
* PEGI label and The PEGI Content Descriptors (that can be skipped)
* Animated intro sequence/ title screen (that can be skipped)
* Main menu
  + - The tutorial level can be level one
    - Minimum one playable level
    - In-game pause menu
    - End screens (win and lose).
    - Option screens with as much functionality as possible
    - Accessibility considerations
    - Credits Pages
    - Quick & restart option
* Sound and Music: Sound must be Copywrite free and credited
* Readme file .txt

**Deliverable Format(s)**

1. **Week 2: Idea Pitch, One Sheet and Basic Development Plan** Word Doc file
   1. Idea Pitch video uploaded by the tutor.
   2. One Sheet Image format
   3. Basic Development Plan
2. **Week 4: Design, Project Management Paperwork** Word Doc file
   1. GDD, OneSheet, Pseudocode, Art Guide, Level map/location layout and UI Design
   2. Team responsibility list, Production Scheduling, Scrum Board with 3 weeks of progress, Weekly meeting minutes x 3
3. **Week 9: Tablet Alpha In-House Testing and Feedback** One Word Doc with both testing tables.
4. **Week 11: Tablet Beta Public Testing and Feedback** One Word Doc with both testing tables.
   1. Alpha testing table
   2. Beta testing table
5. **Week 13: Tablet Game Vertical Slice Presentation** will need to have links or files uploaded
   1. Downloadable 1080P video of gameplay footage with sound showing all aspects of the game taken from PC
   2. .EXE Build of the working game in zip format.
   3. APK/IPA Build of the working game in zip format.
   4. Xcode Build of the working game in zip fromat
   5. Game project folder in zip format.

**Indicative Feedback Rubric: Assessment Criteria –** PJ1 Group Project Tablet Game (60% module weighting)

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| **Planning and Design 60% Learning Outcome:** | | | | | |
| a) Use principles of game design project management to deliver to a project plan.  f) Communicate with others through clear written, visual and oral methods. | | | | | |
| **No Submission (0-9%)** | **F (Fail) (10-39%)** | **D (40-49%)** | **C (50-59%)** | **B (60-69%)** | **A (70-100%)** |
| Non-submission/ no work of merit submitted.  As an individual, you may have contributed Nothing or merit. | There is an unsatisfactory amount or quality of work to warrant a pass.  As an individual, you may have contributed Nothing or merit. | The group has shown a basic level of knowledge and understanding of game design, development and planning and has applied some creative and critical thinking skills to design and develop a game concept. The group communicated and presented the game concept using some appropriate tools and techniques but with limited detail and clarity.  As an individual, you may have contributed very little. | The group has shown a good level of knowledge and understanding of game design, development and planning and has applied creative and critical thinking skills to design and develop a game concept. The group has communicated and presented the game concept using appropriate tools and techniques but with some room for improvement. | The group has shown a high level of knowledge and understanding of game design, development and planning and has applied creative and critical thinking skills to design and develop a game concept. The group communicated and presented the game concept effectively using appropriate tools and techniques, with minor errors or omissions. | The group has shown an excellent level of knowledge and understanding of game design, development and planning and has applied creative and critical thinking skills to design and develop a game concept. The group communicated and presented the game concept excellently using appropriate tools and techniques, with no errors or omissions. |
| **The Vertical Slice 40% Learning Outcome:** | | | | | |
| c) Design, develop and deliver a digital game product according to a brief/concept and design description.  d) Perform and function cooperatively in a multidisciplinary team, to meet specified objectives. | | | | | |
| **No Submission (0-9%)** | **F (Fail) (10-39%)** | **D (40-49%)** | **C (50-59%)** | **B (60-69%)** | **A (70-100%)** |
| Non-submission/ no work of merit submitted.  As an individual, you may have contributed Nothing or merit. | There is an unsatisfactory amount or quality of work to warrant a pass.  As an individual, you may have contributed very little. | The game must demonstrate a satisfactory level of understanding and application of the game design and development process. The vertical slice should be functional, coherent, and meet the basic requirements of the brief.  As an individual, you may have contributed very little. | The game must demonstrate a good level of understanding and application of the game design and development process. The vertical slice should be well-designed, engaging, and exceed some of the expectations of the brief. | The game must demonstrate a very good level of understanding and application of the game design and development process. The vertical slice should be creative, original, and surpass most of the expectations of the brief. | The game must demonstrate an excellent level of understanding and application of the game design and development process. The vertical slice should be innovative, polished, and meet or exceed all of the expectations of the brief. |

**Assessment Information and Policies**

**Grade Boundaries**

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| **Letter Grade** | **Numeric Grade** |
| **A** | **70-100%** |
| **B** | **60-69%** |
| **C** | **50-59%** |
| **D** | **40-49%** |
| **F** | **10-39%** |
| **G** | **0-9%** |

**University’s use of your work**

Upon submission of this assessment, you are granting the University permission to make free use of your work via the following channels and instances:

Channels

* on digital signs (where proper credit is given)
* in presentations (where proper credit is given)
* in publications (where proper credit is given)
* on the University’s website and Social Media accounts (where proper credit is given)

Instances:

Your work displayed on screens may be captured incidentally in, but not limited to, photographs or videos taken by staff, students, the press, and visitors to the University.

You retain the copyright and are free to publish this work or works elsewhere in their present or future versions.

If you wish to **opt-out of the above** when submitting your work, then add a note upon submission stating, ‘opt out’ and contact your module leader.

**Use of A.I. and work of others in assignments policy**

A.I. Tools must not be used for this assessed work but can be used in planning. Grade reduction or failure will incur if a student fails to follow this.

<https://libguides.northampton.ac.uk/referencing/ai>

**Feedback and Receiving Grades**

Feedback throughout the module is both formative and summative and can be written and verbal. Formative feedback takes place through the mentor meetings, the feedback and review sessions, and one to one discussion with the module tutor.

Summative feedback takes place after assessment and is written using the assessment criteria rubric above as well as individualised feedback.

You will receive feedback within four weeks of the final date for submission of work.

All grades are provisional until verified by the Exam Board.

**Plagiarism and Late Penalties**

**Plagiarism**

Plagiarism is a serious matter, and is defined as ‘passing off someone else’s work, whether intentionally or unintentionally, as your own for your own benefit’ (Carroll, 2002, p. 9).

Also see <http://skillshub.northampton.ac.uk/tag/plagiarism/>

**Late Penalties**

Where work has not been granted an extension but is submitted late, the following grades will be awarded:

• Submitted late but within 7 days of deadline – maximum grade of a bare pass (‘D-‘ grade)

• Submitted more than 7 days after the deadline – ‘G’ grade

At the second assessment opportunity no extensions are available.  Work submitted after the due date will be awarded a ‘G’ grade.  A student can still apply for a deferral via the Mitigating Circumstances policy and procedure.

A student who attends an examination or submits an assessment declares themselves ‘fit to sit’ and cannot afterwards submit a claim for Mitigating Circumstances.

**Resits**

Students who fail this assessment overall will be offered an in-year resit.

**Extensions and Mitigating Circumstances**

Students who experience extreme unprecedented circumstances that impact their study can appeal for extensions or mitigating circumstances to extend the deadline of their assessments.

<https://www.northampton.ac.uk/about-us/governance-and-management/management/university-policies-procedures-and-regulations/>

**Use of Middleware, third party assets and scripts etc.**

For all tasks and assessments on ‘Games Design, this is generally taken to mean: textures, images, photos, Shaders, Scripts, middleware applications etc. This is not an exhaustive list.

The use of middleware, third party assets and scripts etc., as defined above is allowed, although the use of these in a way which provides a significant contribution to the work must always be noted.

Using tutorials to further our learning is of course encouraged, but some adaptation to the assessed project must be evident in the final asset. Handing in the exact result of someone else’s tutorial will be counted as plagiarism.

Some examples:

* Using someone else’s texture without any adjustment, augmentation, or re-appropriation would not be allowed.
* Following a tutorial and submitting the exact result of it, claiming it is your own work will be considered plagiarism.
* Using someone else’s texture and editing/ adjusting/ adding to and mixing with other source material to the point where new work is created, is allowed.
* Substance materials and Smart materials are allowed to be used, but the original materials must be referenced. These materials are procedural and would need good use of baking to get the best out of them, so there is often no advantage in using them “as is”.

**Any work that is found to be using assets not generated by you that has not been referenced or cited in any way may be guilty of plagiarism.**

Good use of third party assets and scripts will not necessarily give you a lower mark than something which you have entirely completed yourself – it depends upon the context of how you have used them and to what extent.

In industry the use of scripts, middleware, third party assets is fairly commonplace, and should be used to speed up workflows without affecting your artistic vision.

However, professionals within the Games Industry must be very careful about their use of such assets due to possible litigation. Ignorance is no defence!

**Games and Animation academics have final say on what is and what is not permitted.**