**University of Lincoln Assessment Framework**

**Assessment 2 Briefing 2022-2023**

**Module Code & Title:** CGP1008M – Game Design

**Contribution to Final Module Mark:** 60%

**Description of Assessment Task and Purpose:**

The main purpose of this assignment is to determine your ability to ideate, design and develop new game features using appropriate game design methods and principles.

*Requirements*

For this assessment you will be required to create a new version of the “FPS Microgame” created during the workshops that contains several new game elements. These elements are: a new weapon that has a unique effect, a new enemy, and a new level that is designed to take advantage of the other new elements you have designed.

*Game Elements Brief*

You are required to design and implement three new game elements.

* A new weapon: this weapon should be novel in its function; it should not just simply be a faster firing, longer range, or higher damage weapon. Nor should simply be a visual change. It should alter the gameplay in a meaningful way. Consider why and when it would be used.
* A new enemy: again this enemy should be novel in its mechanical design and should not simply be an enemy with more HP or higher damage, but should alter the player’s tactical gameplay when they deal with it.
* A new level: the level should be designed with the new weapon and enemy in mind.

For the above elements the visual design (i.e. models, textures etc...) will not be considered when evaluating the prototype; the assessed factors here are the gameplay design and implementation of these new elements.

*Prototype*

You are required to develop a working playable prototype of the game with the new elements added that will be evaluated by your peers. The prototype should demonstrate the functionality of the new elements. You should aim to have a playable prototype by Week 8 in order for it to be analysed and critiqued in the evaluation session that takes place in Week 9.

*Evaluation and Improvements*

During workshops on Week 9, you will collect feedback on the design of your new game elements as well as provide a critique of at least one other student’s work. From the critique in this session you should create a list of changes you plan to make based on the feedback and then implement them. Your submission for this assignment will be a written report described below.

**Learning Outcomes Assessed:**

[LO1] Recognise the relationship between game mechanics and gameplay experience.

[LO3] Demonstrate how design briefs and specifications can be evaluated and approached.

[LO4] Employ a range of ideation and conceptualisation techniques in a games context.

**Knowledge & Skills Assessed:**

*Subject Specific Knowledge, Skills and Understanding:* Literature searching, Referencing, Prototyping, Techniques and Skills in Game Design.

*Professional Graduate Skills:* Creativity, independence and personal responsibility, adaptability, written communication, critical thinking, effective time management, working under pressure to meet deadlines.

*Emotional Intelligence:* self-awareness, self-management, motivation, resilience, self-confidence.

**Assessment Submission Instructions:**

The deadline for submission of this work is included in the **Hand in Dates** spreadsheet on Blackboard.

The written submission must be in the form of a single PDF document, submitted through the Blackboard upload area for this assessment item. The content of the PDF is your written report.

**Date for Return of Feedback:**

See **Hand in Dates** spreadsheet on Blackboard.

**Format for Assessment:**

In your written report, you should outline the design process of your game prototype. Your report should consist of five parts as outlined below.

1. *Weapon Element.* Describe and detail the design of the new weapon element implemented. This should be accompanied by a description of the weapon and a discussion of any new mechanics that it introduces as well as the resulting dynamics and aesthetics. You must also include a screenshot of the new element, a screenshot of the corresponding game object in the unity hierarchy with the unity inspector visible, and a code snippet demonstrating the core functionality of the new element. (Approx. 300 words).
2. *Enemy Element.* Describe and detail the design of the new enemy element implemented. This should be accompanied by a description of the enemy and a discussion of any new mechanics that this element introduces and the resulting dynamics and aesthetics. You must also include a screenshot of the element, a screenshot of the corresponding game object in the unity hierarchy with the unity inspector visible, and a code snippet demonstrating the core functionality of the new hazard. (Approx. 300 words).
3. *Level element.* Describe the design of the new level created with annotated screenshots of the level to detail the placement of different elements such as enemies, obstacles, chokepoints, etc… The synergies with the new weapon and enemy and the new mechanics/dynamics/aesthetics that emerge from the level design should also be discussed. (Approx. 300 words).
4. *Theory Discussion.* Justify your design choices through a discussion of how the new weapon, enemy and level create gameplay that presents interesting choices to the player e.g. the design of the new level creates a situation where it is not obvious what path or action is the best strategy. This can also include a discussion of the gameplay loop and any other theoretical game design concepts and how they may be exhibited or affected by the new elements. (Approx. 300 words).
5. *Feedback and Changes.* A summary of the feedback that you received should be presented in the report with a list of changes and improvements to the prototype that you have made based on this feedback. (Approx. 200 words).
6. *Your Feedback to Another Student.* From playing the prototype of another student, present a brief description of the new game elements they created followed by the written critique of the design. The critique must be constructive and should include suggestions for improvement (i.e. it is *not* sufficient to say what you like or don’t like about the design). Use annotated screenshots of the prototype to aid your critique (Approx. 400 words and at least one figure).

**Marking Criteria for Assessment:**

See accompanying Criterion Reference Grid (CRG) on Blackboard.

**Feedback Format:**

Written feedback will be returned on Blackboard. You may request additional verbal feedback by getting in touch with the module team. Regular feedback will also be provided in workshops and support sessions on request.

**Additional Information for Completion of Assessment:**

This assessment is an individual assignment. Your work must be presented according to the Lincoln School of Computer Science guidelines for the presentation of assessed written work.

Please make sure you have a clear understanding of the grading principles for this component as detailed in the accompanying Criterion Reference Grid.

**Assessment Support Information:**

If you are unsure about any aspect of this assessment component, please seek the advice of a member of the delivery team.

**Important Information on Dishonesty & Plagiarism:**

University of Lincoln Regulations define plagiarism as 'the passing off of another person's thoughts, ideas, writings or images as one's own...Examples of plagiarism include the unacknowledged use of another person's material whether in original or summary form. Plagiarism also includes the copying of another student's work'.

Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. Students are directed to the University Regulations for details of the procedures and penalties involved.

For further information, see [plagiarism.org](http://www.plagiarism.org/)

*Please note that all work is assessed according to the University of Lincoln* [*Management of Assessment Policy*](https://cpb-eu-w2.wpmucdn.com/blogs.lincoln.ac.uk/dist/8/8024/files/2019/07/Management-of-Assessment-Policy.pdf) *and that marks awarded are provisional on Examination Board decisions (which take place at the end of the Academic Year.*