Assessment Brief

Module Leader: Jing Wang		Level: 7
Module Name: ADVANCED GRAPHICS PROJECTS		Module Code: 55-707926
Assignment Title: Project 3 – Group Project		
Type: Group Work	Weighting: 45 Credits (out of 75 Module Credits)	Magnitude: *Presentation (15 minutes), Individual Report (2000 words), and Group Work Artefact*
Submission date/time: 3:00 PM, 7 April 2022	Blackboard submission : **Yes** Turnitin submission : **Yes**	Format: Live seminar presentation, documentation, digitial artefact
Planned feedback date: **Formative**: Week 34 **Summative**: Week 42	Mode of feedback: **Formative**: Discussion during the presentation **Summative**: Feedback on Blackboard	In-module retrieval available: **No**

Module Learning Outcomes

- Design, implement and critically evaluate advanced graphics software on industry standard platforms and environments by exploiting their capabilities and characteristics.
- Review and analyse information from professional and academic sources, identify and document, through research and investigation, the detailed requirements and commercial aspects of a product or process used in the software industry (such as a game engine). Usefully contribute to the processes and practices of a commercial entity.
- Understand and apply the methods and techniques required for designing and implementing the interactive aspects of high-quality games software. Select and apply appropriate methods for undertaking software and product evaluation.
- Work effectively as a member of a project team and critically evaluate the process of developing interaction in games software.

Assessment Brief

1. Assessment task overview

In this project, you will produce a technology demonstration (so-called Tech-Demo) for a viable gaming product, put together as proof of concept with the primary purpose of showcasing the possible applications, feasibility, performance, and method of an idea. They can be used as demonstrations to the investors, partners, journalists or even to potential customers to convince them of the viability of the chosen approach or to test them on ordinary users.

You will work in teams to produce the software artefacts. You will also demonstrate your skills of using techniques and tools learned in your course and keep developing your soft skills (i.e., funding application, team communication and project management skills). At the end of this project, you will use an individual report to evaluate your soft skills, reflecting on issues encountered and new skills gained at the end of the project.

NOTE:

- *You are expected to demonstrate your advanced graphic skills and game development skills without using commercial game engineers such as Unity and Unreal.*
- *You should also read the module descriptor (available from the Blackboard site), which formally describes the aims and objectives, learning outcomes, indicative content, teaching methods and assessment strategy for this module.*

2. Getting Started

2.1. Choose team members

You should work with **four to five people** in this project for both front- and back-end development rolls. Since this project is focused on technical development, most of your team members should be programmers. However, artists are available as freelancers (they are not part of the team). **Please contact the tutors if you wish to contact the artists or use third-party art assets**.

It is tempting to jump into planning and designing but taking extra time to align team members pays off. Think about how the work is all going to get done. Who is needed and who is not. Always request the people you would like and explain why you want them on the project.

Also, having a couple of initial meetings with potential team members during this early stage to ensure everyone feels fit into this team project. It is also a perfect opportunity to cultivate a celebratory shared experience across the team.

Please contact the tutors as early as possible if you find any difficulties to find a team/team member.

2.2. List Assumptions

Unspoken assumptions can create misunderstandings between team members. Moreover, calling them out early illuminate many behind-the-scenes details that can be overlooked. Capture any that you agree upon in the project outline, and as things progress, update the list to reflect the project accurately

At this point, you likely know only preliminary details about the project. Have a kick-off meeting with your team. During the meeting, ask as many questions as possible to each other double-check your ideas. Do not assume anything.

2.3. Define Deliverables

The deliverables list does not just include the product. As with all digital projects, many layers of work contribute to video games. There might be 3D models, tools, source code, and test reports. List the deliverables ensures that everyone on board understands what tangible artefacts they will be seeing along the way.

2.4. Determine Dependencies

List conditions that dictate things that must or cannot happen for the project. Think carefully and critically about what they might be and write them down. For example, you may have to wait for some third-party products to be ready when you build the game, or your game may be integrated into a specific platform for different audiences (PC, VR, PlayStation, web, mobile, etc.).

3. Working towards the deadline

3.1. Production

This is when we start making plans, content, designs, and code. Many tasks are being done concurrently, and there is a constant back and forth during the design and development.

Pay extra attention to the plans you made. The team members should understand one another and understand where the project is going. Including the following content into your tactical plans:

- What tasks can we start now? What should be done in the short term to make the long-term milestones achievable?
- Which tasks cross expertise areas and thus need to be done in a specific order?
- What features in the game should be done in an iterative style (create, review, refine, review and so on) and which ones should be done in a waterfall style (sequentially)?

Keeping all project documents up to date is also essential to staying on track. Audit the approved documents to ensure that details are still accurate. You are expected to build a portfolio of the projects. Each one will include requirements documents, technical designs, version control logs and a reflective feedback blog. The blog ensures you can record regulated feedback from staff and other students, then reflect and act on that feedback.

At the end of the project, design and development documents, such as plans, technical designs, version control logs and a reflective feedback blog, will be submitted together with the final version of your game product (see Section 3.4).

3.2. Verify the work

Quality assurance is a bridge between the targeted audience and the game development team. They are the first line of offence for the audience and the last line of defence for the game development team. At the end of the game development, your team need to focus on testing a tech demo of your game.

It is important to understand that there is no such thing as bug-free code. The promise of testing is to ensure some level of quality with regard to what is released. The game development team need to agree on what that level of quality is (based on risk and timeline), and then test to that level.

The testing work can be documented in your test plan/report, which needs to include the following content:

- Verifying the approved functionality and features of the game, user experiences, architecture, and designer satisfies stakeholder expiations.
- Testing scenarios (test cases) and anticipated behaviours (expected results).
- Exploring unintended functionality (i.e., “what happened if...”)
- Bug report and communication record with game developers

At the end of the project, testing documents and bug reports will be submitted together with the final version of your game product (see Section 3.4).

3.3. Tech Demo Presentation

We will hold a game presentation and demonstration near the end of the project development (see the date information below). You are expected to give a formal walkthrough of your new game. The demonstration format depends on the game product and the completeness of your game. You can show a game trailer or play the game live (or both), explain the functionality, the features, and how it works as a whole. You need to point out the unique and essential game features and show off the game elements the team is proud of.

We wish you use the tech demo during the presentation to attract further findings in the future. Hence, the presentation format is similar to many UK games fund competitions. In the presentation, you are encouraged to use the following template:

- Your Team
  - “Hello – I’m [*your name*] from [*your team’s name*]”
  - “Our team is great because [*your background*]”
  - Show something you’ve done before
- Your Project
  - “Our project is [*name, genre, platform*]”
  - “It will stand out because [*describe key selling points*]”
  - Show any work of this project– what stage are you at?
- Your Market

- "Our Market is [*reference similar games, or who will buy yours*]"
- "We can do well because [*describe where your game fits in*]"
- Suggestion - It would be great if you can show any business information, charts, market research to support your case.

- Your Future
  - "Our vision for the business is [*team*, *studio and market goals*]"
  - "This project helps us with the goal because [*success scenario*]"
  - Suggestion - Don't be afraid to be aspirational, what's the big picture long-term goal? It doesn't have to be the immediate result of this project, there may be further steps along the way.

After this demonstration, you will receive feedback from other game development teams and tutors. Make sure you record everything for your final release of the game.

The presentation and game demonstration should last between 15 and 20 minutes plus 10 to 15 minutes for questions and feedback. The video trailer should not be more than 1 minute long.

You are expected to submit an electronic copy of your **PPT** slides and/or **MP4 H.264** video on a shared **Google Drive** (You can find the link on Blackboard "Assessment: section) **before Monday, 14th March 2022**. Each team only need to submit them once. **Your presentation time will then be held on 14th March 2022**.

3.4. Final Version

This is the final stage of this group project. You are expected to make improvements based on the test report and the feedback you received from the game demonstration. Mare sure the game aligns with the goals and its quality standard.

Now you should be ready to submit the final version of the game. After the project finishes, your team may also get opportunities to join national-level game development competitions. Further information will be released by the course team.

As part the group work, this should include the finished product as well as the project files that allow it to be edited in Visual Studio, Max, Maya, Photoshop, etc. Here is the list of deliverables should be included in this submission:

1. Final version of your game tech
2. Game source code and all the game assets
3. Unused game assets (Not in the final version)
4. Project outline (all versions)
5. Project plans (all versions)
6. Technical design and development records.
7. the record generated from project management tools
8. Version control logs (the record exported from version control tools are accepted)
9. Reflective feedback blog
10. Testing documents and bug reports

Please name each submitted file/folders and compress these deliverables into **a single ZIP file**. You are expected to submit the zip file **to the Google Drive on Thursday, 7th April 2022**. Each team only need to submit them once.

4. Individual Report

The individual report is for you to evaluate your work in the team, including the self-reflection on issues encountered and skills gained. It is also your opportunity to take credit for all the work you have produced and implemented and discuss how well you worked within the group and how well the group worked as a team.

The report should include all the following in **a single PDF document**:

- **Personal Reflection (maximum of 1 side of A4)**
  Document the outcome of your evaluation. Detail strengths and weaknesses of the work. Identify areas for improvement and ideas for future work.
- **Deliverable list (no page limit)**
  Create an itemised list of all the deliverables **you personally created** as part of the project. In general, all contributions should be evidenced using labelled screenshots or printouts of the deliverables concerned (this may amount to many pages of evidence, which is fine). However, it is unnecessary to print all the code you have written. Instead, simply reference the appropriate functionality from the main deliverable. It would help if you also listed any assets you created not used in the final version.
- **References**
  Use a list of references crediting all external sources used during the module. This includes books, people, online tutorials, magazines, models, textures, animation, code etc. References do not need to be formal. It's just to acknowledge any work which is not your own.

You are expected to submit the individual report to the module website on **Thursday, 7th April 2022 by 3:00 PM**.

You may be asked to give an individual walkthrough before a mark is awarded. You will be notified by email if you need to have a walkthrough.

5. Hand in Information

All assessments are due by 3.00 pm. For the group hand in files should be organised into folders, and the files should be zipped. Please name your files logically. Large files should all be submitted to Google Drive. Please DO NOT use Blackboard to submit any artefact.

Due to the importance of this submission, you MUST obtain confirmation from the Module Leader that your submission has been received (especially the Google Drive submission). If for any reason, you cannot obtain confirmation that your assignment has been received, then you should copy all of the deliverables to a shared online folder by **Thursday 7th April 2022**.

6. Support

Contact your tutor to help you work through any difficulties sooner rather than later. Don't leave problems until the end of the project when it may be too late. If we don't have the answer, we can find other staff that can help you.

Assessment Criteria

This is how your work will be assessed against each of the assessment criteria. Each pass grade incorporates the criteria for the preceding grade.

	SERIOUS FAIL (insufficient)				**FAIL** (insufficient)			**PASS** (sufficient)			**PASS** (good)			**PASS** (very good)		**PASS** (excellent)		
	Zero	Low	Mid	High	Low	Mid	High	Low	Mid	High	Low	Mid	High	Low	Mid	High	Exceptional	Perfect
Criteria and weighting	**<19**		**20-39**		**40-49**			**50-59**			**60–69**			**70-84**		**85+**		
Demonstration and presentation (10%)	Little evidence presented.		The demonstration and the presentation are unclear or confusing. The content of the project is misleading and unclear.		The general quality of the game and the presentation is below the Level of the studies. Group does not appear to be working well or professionally as a team.			Covers the essential part of the project development but lack of depth. The demonstration shows limited potential to attract any potential audience.			Team are working well. Production pipeline looks good. Suitable project development processes are being followed. Development is transparent. Everyone was present and contributed.			Plus, App was playable, assets were appropriate, questions were answered appropriately. The game has the quality to attract potential investors and partners to become a commercial product.		Plus, the game is fun to play for targeted audience. Work shows real commercial insight, assets have real appeal. Unique selling point(s) are clear and have been fully exploited.		
Artefact (20%)	Little evidence presented.		Game does not fit intended genre. Game design is too basic. No unique selling points. Doesn't demonstrate a true understanding of the target audience. Interaction is ill defined or inappropriate.		Tools and algorithms are not well implemented or are inappropriate. There is little evidence of iteration. Crashes. Poor framerate. Artefact is not fun or does not work properly, little engagement, structure is unclear, difficulty is not balanced, it could not be commercially viable.			Design is appropriate to genre. Some elements are missing or unclear. Unique selling point is not strong. There is a clear target audience in mind. Doesn't demonstrate a wide understanding of available tools, technologies, and algorithms, but those chosen are practical. Reasonable use of structure. Most design targets explained and met.			The game shows some insight and is practical. Most game objectives are clear. There is a unique selling point. Good selection of tools, technologies. Workflow is good. Most design targets met, some show insight and real commercial potential. Some aspects of the game are a lot of fun or potentially so.			Design shows real insight into the genre and is practical. Game objectives are clear. Unique selling point is strong, there is more than one. Deep understanding of target audience. Innovative and detailed design and interaction. Adapted and adopted many advanced graphic techniques in the game.		Plus, good selection of tools, technologies and algorithms. Workflow is efficient. Code structure is clear, efficient, and innovative. Evidence of iteration. Artefact shows potential for player engagement, is fun, difficulty curve is good, potentially commercially viable, appropriate player progression. Design quality shows real insight.		
✓																		

	SERIOUS (insufficient)			**FAIL**	**FAIL** (insufficient)			**PASS** (sufficient)			**PASS** (good)			**PASS** (very good)		**PASS** (excellent)		
	Zero	Low	Mid	High	Low	Mid	High	Low	Mid	High	Low	Mid	High	Low	Mid	High	Exceptional	Perfect
Criteria and weighting	**<19**		**20-39**		**40-49**			**50-59**			**60–69**			**70-84**		**85+**		
Individual Work (70%)	Work is not new or new element is unclear. New work could not be demonstrated. Student not presented. No schedule, or not updated or not realistic. No evidence of meeting and planning is taken place. No project development record		Limited progress. Functionality is basic. No obvious useful contribution was made to the development of the artefact, or it didn't function or couldn't be used. There is no evidence as to how the contribution was developed or who developed it.		Although have some progress. There is an underestimation, or an underdeveloped understanding of the requirements for professional practice, presentation and communication. The pipeline from idea to on-screen is inflexible and slow.			The work shows promise and is developing towards a professional outcome. However, issues, omissions, incorrect practices exist which result in a lack of depth, some ideas are underdeveloped. The implementation fails to capitalise on the idea's real commercial potential in some or all areas. The quality of work may not be consistent enough or struggles to communicate depth.			There is evidence of contribution, and the work shows promise and is developing towards a professional outcome, however, issues, omissions, incorrect practices exist which result in a lower standard of execution in some or all areas. There may be pockets of high standard work, but it may not be consistent enough or this has not been clearly communicated.			The quality of contribution is clearly of professional standard. The technical implementation delivers on the game concept. The personal reflection identifies the role and provides an excellent description of the contribution. The work submitted incorporates key features of the game and demonstrates consistent excellence in design and implementation.		Plus, all tools are used appropriately. Personal reflection showcases depth of understanding. There is a clear path to market. The work demonstrates consistently excellent execution, relevant to industry specialists.		
✓																		
Overall mark:																		