DEPARTMENT OF COMPUTER SCIENCE

COURSEWORK ASSESSMENT DESCRIPTION

MODULE DETAILS:

Module Number:	08343	Semester:	1
Module Title:	Commercial Games Development Process		
Lecturer:	Neil Gordon / Jon Purdy		

COURSEWORK DETAILS:

Coursework Assessment Number:	2	of			2
Title of Assignment:	Game Development Exercise				
Format:	Program		Report		Presentation
Method of Working:	Group				
Workload Guidance:	Typically, you should expect to spend between	55	and	80	hours on this assessment
Length of Submission:	This assignment should be **no** more than:	N/A Group Assignment: report and coding exercise words			

PUBLICATION:

Date of issue:	4 November 2008

SUBMISSION:

ONE copy of this assignment should be handed in via:	Other	If Other (please state method)	Submit via group's SharePoint Team Site
Time and date for submission:	**9.15**	15 December	
If **multiple hand–ins** please provide details *(as appropriate):*	Report and code due at 9:15 on the 15 December, Each group will also give a presentation on the 15 December between 11:15 and 1:05		

The assignment should be handed in **no later** than the time and date shown above, unless an extension has been authorised on a *Request for an Extension for an Assessment* (Mit Circs) form which is available from the Office or http://www.student-admin.hull.ac.uk/downloads/Mitcircs.doc. The extension form, once authorised by the lecturer concerned, should be sent to Amanda Millson.

MARKING:

Marking will be by:	Group Name

BEFORE submission, each student must complete the **correct** departmental coursework cover sheet dependant upon whether the assignment is being marked by student number, student name, group number or group name. This is obtainable from the departmental student intranet at http://intra.net.dcs.hull.ac.uk/sites/home/student/ACW%20Cover%20Sheets/Forms/All Items.aspx

ASSESSMENT:

The assignment is marked out of:	100	and is worth	60	% of the module marks

ASSESSMENT STRATEGY AND LEARNING OUTCOMES:

The overall assessment strategy is designed to evaluate the student's achievement of the module learning outcomes, and is subdivided as follows:

LO	Learning Outcome	Method of Assessment {e.g. report, demo}
3	ESSENTIAL: use industry standard methods to produce a piece of entertainment software.	Software, report and presentation. And WebPA assessment of self and peer contribution
4	work as part of a team.	
5	formulate business plans based on the evaluation of the information acquired.	
7	apply formal game design methods.	

Assessment Criteria	Contributes to Learning Outcome	Mark
Formation and maintenance of Working Design Document	3,4	20
Development of work plan with milestones and deliverables	3, 4, 5, 7	10
Design of code and operation and reliability of program	4, 5	30
Overall visual quality of program output and interface	4, 5	20
Documentation (e.g. user manuals, installation, programmer documentation) Team work	5	20

FEEDBACK

Feedback will be given via:	Feedback Sheet	Feedback will be given via:	Verbal (via demonstration)
Exemption (staff to explain why)			
Feedback will be provided no later than 20 working days after the submission date.			

This assessment is set in the context of the learning outcomes for the module and does not by itself constitute a definitive specification of the assessment. If you are in

any doubt as to the relationship between what you have been asked to do and the module content you should take this matter up with the member of staff who set the assessment as soon as possible.

You are advised to read the **NOTES** regarding late penalties, over-length assignments, unfair means and quality assurance in your student handbook, also available on the department's student intranet at: **http://intra.net.dcs.hull.ac.uk/sites/home/student/default.aspx**. In addition, **please note** that if one student gives their solution to another student who submits it as their own work, **BOTH** students are breaking the unfair means regulations, and will be investigated.

In case of any subsequent dispute, query, or appeal regarding your coursework, you are reminded that it is your responsibility, not the Department's, to produce the assignment in question.

Assignment Details

Aim

To produce a game based on the game designs developed in ACW 1. Your group should discuss and choose from the proposals in ACW1, and may decide to alter the design. However, any changes should remain within the objectives of the first specification i.e. you should be producing a game as an exhibition piece for the hospital.

Groups will be formed in week 7. See the module website for details of the group allocations.

Program Specification.

The full specification of the program should be determined by the group in the first week of the development period – the groups should choose from the original game proposals of the group members, but the chosen game may be developed differently to the original plan. From week 8 onwards, the Monday lecture and laboratory times for the module should be considered as compulsory sessions where groups can organise their work, and provide regular updates of progress.

The week 12 submission **includes** a group presentation of the final product: attendance is required for all group members.

Group Submission Requirements.

Software

The full program workspace should be submitted, including all resources. The program executable should be saved in a separate folder called '*executable*' from where it can be operated. Ideally an install routine should be included with the program.

The source code must be *fully* commented and explained and the code written by individual group members must be identified. *Failure to comment your code will restrict the marks you can achieve.*

Report

A short report (working design document) of no more than 10 pages (main body) is required. The report should describe the design of the game code and the breakdown of tasks between group members.

The Appendix of the report (not included in the page count) should include

- All versions of the work plan
- Instructions for a third party to run the program
- Other documentation
- Outline plan for marketing – e.g. high concept descriptions, marketing imagery, detailed proposals for developing revenue from the game
- A statement on the Ethical and legal issues regarding your project and products: e.g. any license or copyright issues (of your products, or resources they have used)
- Time sheets for group members indicating development costs incurred through staff time (assuming industry starting salary of £20,000)
- For each group member, a single A4 sheet summarizing their **individual** contribution to the delivered product (software and documentation or other roles).

The submission (software and report) should be submitted by saving them to the ACW submission folder in your group's SharePoint site, on or before the time and date stated above.

Presentation

Each group will demonstrate their program in the week 12. This will be a short (aim for five minutes) demo of the software, and a chance for Q&A (up to 5 minutes).

Peer and Self Assessment

Each team member will be asked to provide feedback on their own and their teammates' contributions using the online Peer Assessment tool WebPA. This will provide data which will be used to weight the final mark for each student.

In the event of concerns about the contributions or weightings of the individuals within a group, individuals may be asked to attend separate interviews to ensure that the final weightings are reasonable

DEPARTMENT OF COMPUTER SCIENCE
COURSEWORK FEEDBACK SHEET

Student Name or Number		*To be completed by student*
Module Number and Title	08343	*To be completed by staff*
Assignment Title	Game Development Exercise	*To be completed by staff*
Mark Awarded		

Extent to which your work meets the stated learning outcomes

Strengths and positive aspects of your coursework submission

Aspects of your work which could be improved

Signature _____   Date _____

All Students: Please submit this form with your coursework cover sheet and assignment.