



PART OF THE UNIVERSITY
OF WOLLONGONG AUSTRALIA
GLOBAL NETWORK

Bachelor of Game Development (Hons)

Fundamental of Game Technology

XBGC 1033/XBGC 1033N

Prepared by Yap Chin Kein
Semester September 2022



ASSIGNMENT 2: Shoot 'Em Up Game

Course Title : Fundamental of Game Technology
Course Code : XBGC 1033/XBGC 1033N
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BRIEF

This assignment is to be completed individually and are tasked to build a vertical Shoot 'Em Up game using Stencyl. Kindly refer to various Shoot 'em up games to understand the overall gameplay and complete the following.

Game Document

Write a game document that contains the following content:

- 1) Name the document as **<StudentID_ShootemupDocument>**.
- 2) A full picture of the game title screen.
- 3) The game's control scheme.
- 4) Gameplay Rules.
- 5) Game Object List with **at least TWO (2) Enemy Actors** with different actions.
- 6) **TWO (2)** kinds of game modes.
- 7) At least **TWO (2) player related game mechanics** with description and pseudocode.

Stencyl Game Project

Create the game using Stencyl contains the following requirements:

- 1) Name the Stencyl file it as **<StudentID_Assignment2_Shootemup>**.
- 2) The game must have a main title screen.
- 3) The game must be playable for one player.
- 4) The game must have a high score system.
- 5) The game must have a game over screen.

REQUIREMENTS

Students are the submit the following items into their respective Google Drive Folder:

1. Game Document
2. Game Project (.stencyl format)
 - Game Title Screen
 - At least **TWO(2) player related game mechanics**
 - Display Game Controls
 - High Score System
 - Game Over Screen
 - Sound Effects

ASSESSMENT CRITERIA

- | | |
|-----------------|-------|
| • Game Document | : 20% |
| • Game | : 70% |
| • Requirements | : 10% |

DUE DATE: 9 NOVEMBER 2022, 10:00PM

ASSESSMENT RUBRIC

CRITERIA	MARKS			
Game Document (20 marks)	2		0	
	Document contains control scheme.		Document does not contain control scheme.	
	Document contains gameplay rules.		Document does not contain gameplay rules.	
	Two game modes.		Less than two game modes.	
	2		1	0
	Document contains complete list of Game Objects.		Document contains incomplete list of Game Objects.	Document has no Game Objects List.
	Two or more enemy actors.		Less than two enemy actors.	No enemy actors.
	5~4		3~2	1
	Player game mechanic is described in depth. Pseudocode is written logically and is easy to understand.		Player game mechanic is described averagely. Pseudocode is written logically.	Player game mechanic is described briefly. Pseudocode is difficult to understand.
				No player game mechanic description and pseudocode.
Game (70 marks)	0			
	No Submission			
	5		0	
	Game contains Main Title Screen.		Game does not contain Main Title Screen.	
	Game displays control scheme.		Game does not display control scheme.	
	Game contains high score system.		Game does not contain high score system.	
	UI Text is properly set with no overlaps.		UI Text are overlapping in the game.	
	10-8		7-5	4-2
	Level is challenging and utilizes most of the game's features.		Level is averagely made, has a slight challenge, and utilizes the game's features.	Level is made simple, no challenge, and utilizes some the game's features.
	Actors are working with no errors in the code.		Actors are working with at least 2 errors happening.	Actors contain more than 2 errors.
	Player game mechanic are working with no errors, follows according to the gameplay features.		Player game mechanic are working with not more than 2 issues, follows according to the gameplay features.	Player game mechanic are not working, does not follow according to the gameplay features.
	Game Behaviours are working with no errors, clean coding, and completes its tasks accordingly.		Game Behaviours are working with not more than 3 errors, clean coding, and completes its tasks accordingly.	Game Behaviours contain 3 or more errors, code is not properly written, does not complete its tasks accordingly.
	Game is fully playable, good user prompts, no bugs.		Game is playable, have user prompts, not more than 2 bugs.	Game is playable, poor user prompts, more than 3 bugs.
				Game is not playable.
Requirements	10		-1	-2
	All requirements fulfilled		One additional gameplay feature not fulfilled	No additional gameplay feature, one requirement not fulfilled

REFERENCING

All (applicable) assessments (Assignments, Exercises, Tutorials, Quiz, Mid Terms and Final Examination) must comply with Harvard Referencing System. Please refer to the KDU Reference Guide as stated <http://library.kdu.edu.my/referencing.html>. Failure to comply may result in assessment penalties imposed.

ACADEMIC DISHONESTY

Academic Ethics Guideline (AEG)

All assignments/exercises must be accompanied by the SCCM official coversheet. You are to read, accept and initial the declaration before submission of work.

Plagiarism is a serious offence and work that is deemed in violation will result in an “F” grade regardless of assignments/exercises handed in. You will also be called into an inquiry to justify your actions and notifications via phone will be given to your parents/guardian. A repeat offence will result in expulsion from the programme.

For more information, please read the Academic Ethics Guideline (AEG) that is given together with your handbook.