



**UOW**  
**MALAYSIA**  
KDU

PART OF THE UNIVERSITY  
OF WOLLONGONG AUSTRALIA  
GLOBAL NETWORK

**Bachelor of Game Development (Hons)**

**XBGT 2054**

**Game Programming**

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## **ASSIGNMENT BRIEF 1**

*Basic 2D Game Jam Demo*

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### **DUE DATE**

All submissions must be submitted **before**

**Saturday, 15th July 2023, 11.59pm.**

### **BRIEF**

You are tasked with creating a simple 2D game in Unity.

You are then required to submit your build **before**

**Saturday, 15th July 2023, 11.59pm.**

### **REQUIREMENTS**

Submission should include the following:-

- 1 zip file containing
  - Game Build (.exe) folder
  - Unity source folder
- 1 document containing the contents of the Game Jam game which includes a list of components added onto the base game.

Please ensure the zip file follows the naming convention of [StudentID]\_[Name]\_[ProjectName] (without square brackets).

Submissions should be uploaded to the Submission page of Assignment 2 on the OpenLearning page for the class.

### **ASSESSMENT CRITERIA**

This assignment will be graded to a total of 30% based on how well the categories were created.

- Player Controls (5%)
- Level Mechanics (5%)
- User Interface & Menus (5%)
- Game Managers, Sound & Music (5%)

- Polish(Effects, Post-Processing and Game feel Mechanics)
- In class Participation (5%)

No submission will result in a 0% grade.

**DUE DATE: Saturday, 15th July 2023, 11.59pm.**

## A1 ASSESSMENT RUBRIC

CRITERIA	MARKS				
	5 -4	3	2-1	0	0
<b>Player Controls (5%)</b>	Responsive interaction, standard interaction features are expected.	Game has interaction features for players but are bare minimum or incomplete.	Control functions are present but do not serve any functional purpose (eg: Button with no function call.)	The build has no controls or any functions that indicate players can interact with the game.	No submission
<b>Level Mechanics (5%)</b>	Good execution of multiple game mechanics with no bugs (eg: Enemies, obstacles and etc). Extra points for creativity	Bare minimum features of simple Level Mechanics(Eg: Platform that just moves or enemy that just stands there)	A simple Level Mechanics are present but there are no indication of the function/system working (eg: shows enemies, but no collision, no feedback etc.)	No indication of a Level Mechanic that allows the player to win/lose the game experience (eg: No enemies/hazards, no game over mechanism)	
<b>User Interface &amp; Menus (5%)</b>	Great execution and usage of User interface that conveys clear information (eg: Clear UI with good responses, in game player hint, enemy UI etc.)	Basic user information are present in the build. (eg: simple UI with numbers, core player interaction UIs are implemented)	Elements of the UI are poorly optimized. (eg: pixelated buttons,non working UI, non functional stub buttons)	No user interfaces are present in the game.	
<b>Game Managers, Sound &amp; Music (5%)</b>	Great execution and usage of properly triggered sound effects and background music.Great implementation of game managers to handle various game mechanics (eg: Music and SFX properly implemented with a sound manager,Enemy spawn manager to handle multiple enemy types etc.)	Simple game manager and sounds are present in the build. (eg: simple score manager,game, basic SFX implemented)	Either sound & music or any form of game manager is missing from the build. Either of the elements is poorly optimized. (eg: distorted sound, lack of game manager such as score tracker,sound manager etc.)	No sound and game manager scripts are present in the game.	
<b>Polish (5%)</b>	Great execution and usage of Polish. Making the game feel and look good(eg. Post	3 or 4 Simple Polish with bare minimum	1 or 2 simple Polishes with bare minimum	No Polish present in the game	