



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 3: Platform 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 horizontal platform game using Stencyl. Kindly refer to various platform 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_PlatformDocument>**.
- 2) A full picture of the game title screen.
- 3) The game's control scheme.
- 4) Gameplay Rules.
- 5) Select a Platform Type:

Action Platform

- Player character must be able to **walk, jump, and THREE (3)** unique actions.
- Game Object List with **at least THREE (3) Enemy Actors** with different actions.

Interactive Platform

- Player character must be able to **walk, and THREE (3)** unique prompt actions.
- Game Object List with **at least THREE (3) NPC Actors** with different roles.

Stencyl Game Project

Create the game using Stencyl contains the following requirements:

- 1) Name the stencyl file it as **<StudentID_Assignment3_Platform>**.
- 2) The game must have a main title screen.
- 3) **At least THREE (3) areas (Stencyl scenes)**.
- 4) A Victory/Ending Screen with the option to return to the main title screen.
- 5) The game must be playable for one player.
- 6) The game must have a pause system.

Action Platform Type Requirements

- High Score System
- Timer System

Interactive Platform Type Requirements

- **ONE (1)** Puzzle System
- Dialog Boxes

- 7) The game must have all the player and enemy/NPC actions that is written in the Game Document.

REQUIREMENTS

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

1. Game Document
2. Game Project (.stencyl format)
 - At least **THREE (3)** unique Player Action Features
 - At least **THREE (3)** areas of different lengths
 - At least **THREE (3)** Enemy/NPC Actors with different actions/roles
 - Platform Type Requirements
 - Display Game Controls
 - Sound Effects

ASSESSMENT CRITERIA

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

DUE DATE: 9 DEC 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					
	2		1		0			
	Document contains complete list of Game Objects		Document contains incomplete list of Game Objects.		Document has no Game Objects List			
	Three enemy actors.		Less than three enemy actors.		No enemy actors.			
	6-4		3-2		1		0	
	Unique action for player character is described in depth. Pseudocode is written logically and is easy to understand.		Unique action for player character is described averagely. Pseudocode is written logically.		Unique action for player character is described briefly. Pseudocode is difficult to understand.		No unique action description and pseudocode for player character.	
	Enemy/NPC action(s) are described in depth. Pseudocode is written logically and is easy to understand.		Enemy/NPC action(s) are averagely described. Pseudocode is written logically.		Enemy/NPC action(s) are described briefly. Pseudocode is difficult to understand.		No description and pseudocode for enemy action(s).	
Game (70 marks)								

	At least three areas.		Less than three areas.	
	UI Text is properly set with no overlaps.		UI Text are overlapping in the game.	
	10-8	7-5	4-2	1-0
	Areas are well made and utilizes most of the game's features.	Areas are averagely made, has a slight challenge, and utilizes the game's features.	Areas are made simple, no challenge, and utilizes some the game's features.	Areas are incomplete, not challenging and does utilizes all the game's features.
	Player actions are working with no errors, follows according to the gameplay features.	Player actions are working with not more than 2 issues, follows according to the gameplay features.	Player actions contain with 2 or more issues, does not follow some gameplay features.	Player actions are not working, does not follow according to the gameplay features.
	Enemy/NPC actions are working with no errors, follows according to the gameplay features.	Enemy/NPC actions are working with not more than 2 issues, follows according to the gameplay features.	Enemy/NPC actions contain with 2 or more issues, does not follow some gameplay features.	Enemy/NPC actions are not working, does not follow according to the gameplay features.
	Platform Type requirements are met with 0 to 1 error.	Platform Type requirements are met with 2 to 3 error.	Platform Type requirements are met with 4 to 5 error.	Platform Type requirements are met with more than 5 errors.
Requirements	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.
	10	-2	-3	
	All requirements fulfilled.	No Game Display Control, No Sound Effects.	No Game Document, less than three Unique gameplay features, Less than three stages, less than three enemy/NPC actors, platform type requirements not met.	

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.