



PART OF THE UNIVERSITY  
OF WOLLONGONG AUSTRALIA  
GLOBAL NETWORK

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Bachelor of Game Development (Hons)

# **Fundamental of Game Technology**

## **XBGC 1033/XBGC 1033N**

Prepared by Yap Chin Kein  
Semester September 2022



# ASSIGNMENT 1: Pong Game

Course Title : Fundamental of Game Technology  
Course Code : XBGC 1033/XBGC 1033N  
Course Lecturer : Yap Chin Kein  
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## BRIEF

This assignment is to be completed individually and are tasked to build a simulation PONG game using Stencyl. Kindly refer to the sample given by the lecturer 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\_PongDocument>**.
- 2) A full picture of the game.
- 3) The game's control scheme.
- 4) Table list of Actors used in the game.
- 5) Gameplay Rules and Controls.
- 6) **At least TWO (2) player ability features** with description and pseudocode.

### Stencyl Game Project

Create the game using Stencyl and it must contain the following requirements:

- 1) Name the stencyl file it as **<StudentID\_Assignment1\_PongGame>**.
- 2) The game must have a main title screen.
- 3) The game must be playable for two players.
- 4) The game must display both player controls and rules before playing.
- 5) The game must have two speed modes (Normal and Turbo).
- 6) The game must end when a player scores 15 points.
- 7) The game must switch to a different scene to show which player won.
- 8) The game must have different assets (actors and background) than the provided sample.
- 9) The game must have sound effects.

## 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
  - **TWO(2)** player ability feature
  - Display Game Controls
  - Different assets than the sample
  - Sound Effects

## ASSESSMENT CRITERIA

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

# DUE DATE: 12 OCTOBER 2022, 10:00PM

## ASSESSMENT RUBRIC

CRITERIA	MARKS			
Game Document (20 marks)	2		0	
	Document contains full image of the game.		Document does not contain full image of the game.	
	Document contains control scheme.		Document does not contain control scheme.	
	Document contains Gameplay Rules and Controls		Document does not contain Gameplay Rules and Controls	
	4		0	
	Document contains complete list of Game Objects		Document contains incomplete list of Game Objects	
	5-4		3-2	
	Player ability feature is described in depth. Pseudocode is written logically and is easy to understand.		Player ability feature is described averagely. Pseudocode is written logically.	
	1		0	
	Player ability feature is described briefly. Pseudocode is difficult to understand.		No player ability feature description and pseudocode.	
0				
No Submission				
Game (70 marks)	5		0	
	Game contains Main Title Screen.		Game does not contain Main Title Screen.	
	Game displays control scheme for both players.		Game does not display control scheme for both players.	
	Game has two modes.		Game does not have two modes.	
	Game displays player controls and rules before playing.		Game does not display player controls and rules before playing.	
	Game ends when a player scores 15 points.		Game does not end when a player scores 15 points.	
	Game contains Win Screen for both players.		Game does not contain Win Screen for both players.	
	10		5	
	Player Ability 1 stated in document is working properly		Gameplay Feature 1 contains 1 or 2 issues	
	Player Ability 2 stated in document is working properly		Gameplay Feature 2 contains 1 or 2 issues	
	10-8		7-4	
	Game behaviours and events are working with no errors, no unused code blocks.		Game behaviours and events are working with not more than 3 errors, contains unused code blocks.	
	Game is fully playable, good user prompts, no bugs.		Game is playable, have user prompts, not more than 2 bugs.	
	0			
	No Submission			
Requirements	10		-2	
	All requirements fulfilled.		One requirement not fulfilled.	
			-3	
		No player ability, assets same as the sample.		

# 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.