Bachelor of Game Development (Hons)
XBGT 2054
Game Programming
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ASSIGNMENT BRIEF 3
2D Game Project

DUE DATE
All submissions must be submitted **before 19th Aug 2023, 11.59pm.**

BRIEF
You are tasked with building a playable 2D game on the PC platform. You are then required to submit your compiled build **before 19th Aug 2023, 11.59pm**

REQUIREMENTS
Submission should include the following:-

- 1 zip file containing
    - Game Build (.exe) folder
    - Unity source folder

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 3 on the OpenLearning page for the class.

ASSESSMENT CRITERIA
This assignment will be graded to a total of 50% based on how well the categories were created.

- Implement Gameplay Features (25%)
- Technical Features (10%)
- Code & System Design (10%)
- Bug Fixes (5%)

No submission will result in a 0% grade.

DUE DATE: 19th Aug 2023, 11.59pm.

A3 ASSESSMENT RUBRIC

CRITERIA	MARKS				
	25-20	**19-16**	**15-11**	**10-1**	**0**
Implement Gameplay Features (25%)	Proper UI and UX are present. The game is completely playable. Unique game mechanics or features are present or the game is overall very polished.	A bare minimum of proper game flow for the game is present. Player feedback not as responsive.	Basic elements of a game are present but do not offer any challenge, bad UI/UX presentation.	Little to no gameplay present in the game.	
	10-6		**5-1**		
Technical Features (10%)	At least one unique algorithm or design pattern is utilized in the game.		Basic mechanics and simple functions are present but no complex mechanics or features that utilize well designed algorithms or design patterns present in the game.		
	10-6		**5-1**		
Code & System Design (10%)	Code quality in terms of naming convention, readability and scalability are ranging from good to excellent.		Code quality in terms of naming convention, readability and scalability are ranging from poor to average.		No submission
	5 -4	**3**	**2-1**	**0**	
Bug Fixes (5%)	Core features do not have bugs and minimal to none UI/visual bugs.	Core features do not have game breaking bugs.	No game breaking bugs but common bugs such as null reference or memory leak are present.	App crashing bugs are present, no fixes were done.	
	-0	**-10**	**-40**		
Requirements	All requirements met.	No game build	No project source files		
	-0	**-5**	**-10**	**-25**	
Late submission	**Submission on time**	**1 day late from deadline**	**2 days late from deadline**	**3 days late from deadline**	