# Solent University

# Coursework Assessment Brief

# Assessment Details

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| Unit Title: | Mobile Applications |
| Unit Code: | CGP605 |
| Unit Leader: | Nicholas Thomas |
| Level: | 6 |
| Assessment Title: | AE1 – Proposal Documentation |
| Assessment Number: | 1 |
| Assessment Type: | Report |
| Restrictions on Time/Word Count: | 1500 per group. |
| Consequence of not meeting time/word count limit: | There is no penalty for submitting below the word/count limit, but students should be aware that there is a risk they may not maximise their potential mark.  Assignments should be presented appropriately in line with the restrictions stated above; if an assignment exceeds the time/word count this will be taken in account in the marks given using the assessment criteria shown. |
| Individual/Group: | Group |
| Assessment Weighting: | 20% |
| Issue Date: | 24/09/18 |
| Hand In Date: | 26/10/18 |
| Planned Feedback Date: | 4 weeks after submission |
| Mode of Submission: | Hard copy/on-line/DVD |
| Number of copies to be submitted: | Where on-line submission via ‘Solent Online Learning’ is used, students are not required to submit a hard copy. |
| Anonymous Marking | This assessment is exempt from anonymous marking. |

# Assessment Task

## Scenario

This is a live brief.

Your indie company has been approached by The Thomas Publishing group to create a mobile game that will be free to play and generate revenue from alternative means, such as advertising. You are free to create any game you wish but remember that the final product MUST be of release quality, excluding art, this can be improved later by an artist.

You must submit a game proposal to Thomas publishing (the lecturer) for summative feedback by week 3, so that Thomas publishing have an idea of your project and the time scales you have set yourselves. This document will cover the core game mechanics, project management strategies and an initial design for you game systems. The core design is left up to you, since you’re an expert in the field of game development.

You will be using this document as the plan to complete the project and Assessment 2.

You must demonstrate your project at 3 mile stones during the year:

* Prototype: W/C 5th Nov
* Alpha: W/C 26st Nov
* Beta : W/C 10th Dec

### Deadline Definitions

#### Prototype:

This is a basic sample of the core gameplay mechanics, it can be in the form of a number of separate applications showing the mechanics. It will not be polished but show the CRITICAL basic gameplay described in your document.

#### Alpha

The game should be playable start to finish, with bugs and maybe placeholder code where features have not been implemented.

#### Beta

All tasks are completed, and there will be a lot of bugs.

# Technical brief:

* The game must be able to run on a mobile device.
* The game should be suitable for play on android, using any of the available input methods, virtual keyboard, accelerometer, touch screen, etc.
* The game must log a high score at the end of the play session.
* The game must be of release quality, i.e.
  + it should have not game breaking bugs
  + it should utilise a loading screen where needed to so that the game doesn't look like it has frozen.
* Your game must utilize a virtual currency that should be spendable on in game items (power ups, skins, etc.). You may implement loot boxes if you wish.

## What you need to do

### Design (Team)

This discusses the design of the game, what the core gameplay mechanics are, how the game is played. Provide a brief over view of the system design (you do not need to stick rigidly to this designs, it’s just there as a foundation for the rest of your project.

### Tracking system (Team)

What tools will you use to track your project development and keep your project files safe?

### Schedule and Stories (Team)

Here you’ll take the dates supplied and create your project plan appropriately. This section should be easy to read and convey the stories that need to be completed, by whom and when.

### Asset list, (Team)

Here is a list of the art and audio assets that are required to make the game. Artwork will provided either form the group or from students on other courses in the university.

### Workload (Individual)

Break down of stories assigned to you. This will be a concise description and any further tasks required.

### Risk (Individual)

Highlight stories that you think may cause problems in the development cycle.

## What you’re required to hand in

You hand in with one of the following methods

* A copy of the report submitted via turn it in on the Turnitin page

**or**

* A printed version of the report
* A digital copy via usb or cd rom

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# Assessment criteria

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|  | F4-F1 | D4-C1 | C4-C1 | B4-B1 | A4-A1 |
| Design  30% | *Student defines no gameplay mechanics*  *No design attempted.* | *Student displays basic gameplay mechanics however is vague on the implementation details*  *Over all system design is vague and doesn’t meet client’s requirements.* | *Student defines basic gameplay mechanics and some discussion of relation to the client goals*  *Overall system has been designed but may not entirely meet client requirements.*  *Clearly identifies individual sections of design from group design.* | *Defines a manageable definition of a gameplay mechanic with justification and design.*  *System design meets client’s goals.*  *Clearly identifies individual sections of design from group design.*  *Makes use of appropriate design tools and diagrams.* | *Student defines a well thought out mechanic with well-defined and justified design that matches client’s aim with good amount of research.*  *Clearly identifies individual sections of design from group design.*  *Makes extensive use of appropriate design tools and diagrams.* |
| Schedule  20% | *No or basic thought given to schedule* | *Sprints, or equivalent, defined and deadlines are taken into account* | *Schedule is feasible, sprints or equivalent, are defined with start and end dates. Tasks completed in the right order.*  *Tasks linked to requirements where necessary.* | *As before with critical path tasks completed.* | *Sprints or equivalent defined, deadlines met, priority taken into account, with backup plans discussed. All the information can be understood quickly* |
| Project Management  10% | *No methods in place to track work*  *No project management plan* | *Tools proposed but lacking justification.*  *Defines basic project management plan.* | *Tool selected with basic reasoning.*  *Defines good project management plan.* | *Tool selected and research into other options, well researched justification of choice.*  *Defines well thought out project management plan.* | *As before, with links to the specific examples of possible use in the projects.*  *Defines excellent project management plan with almost no errors.* |
| Workload  20% | *Very little or no allocation of workload or unfairly balanced with not rational.* | *Displays an understanding of stories assigned and some basic refining of tasks* | *Displays a well thought out breakdown of the stories and some basic time scales with fair allocation of tasks or rational to explain unfair allocation.* | *As before with more defined scales including dependencies and priorities.*  *Includes a basic critical path.* | *As before, including justification for task allocation and order. Further task refinement and alt critical paths for alternative planes.* |
| Risk  20% | *No Risks discussed* | *Risks are general and easily solved* | *Risks are linked to user stories or equivalent but no solutions proposed* | *Risks are linked to user stories poor solutions are suggested* | *Well thought out risks that are related to the stories and suitable solutions proposed* |

# Learning Outcomes

This assessment will enable students to demonstrate in full or in part the learning outcomes identified in the unit descriptors.

# Late Submissions

Students are reminded that:

1. If this assessment is submitted late i.e. within 5 working days of the submission deadline, the mark will be capped at 40% if a pass mark is achieved;
2. If this assessment is submitted later than 5 working days after the submission deadline, the work will be regarded as a non-submission and will be awarded a zero;
3. If this assessment is being submitted as a referred piece of work then it must be submitted by the deadline date; any Refer assessment submitted late will be regarded as a non-submission and will be awarded a zero.

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2o-assessment-principles-and-regulations.pdf?t=1534423842941>

# Extenuating Circumstances

The University’s Extenuating Circumstances procedure is in place if there are genuine circumstances that may prevent a student submitting an assessment. If students are not 'fit to study’, they can either request an extension to the submission deadline of 5 working days or they can request to submit the assessment at the next opportunity (Defer). In both instances students must submit an EC application with relevant evidence. If accepted by the EC Panel there will be no academic penalty for late submission or non-submission dependent on what is requested. Students are reminded that EC covers only short term issues (20 working days) and that if they experience longer term matters that impact on learning then they must contact the Student Hub for advice.

A summary of guidance notes for students is given below:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2p-extenuating-circumstances.pdf?t=1534423896787>

# Academic Misconduct

Any submission must be students’ own work and, where facts or ideas have been used from other sources, these sources must be appropriately referenced. The University’s Academic Handbook includes the definitions of all practices that will be deemed to constitute academic misconduct. Students should check this link before submitting their work.

Procedures relating to student academic misconduct are given below:

<http://portal.solent.ac.uk/support/official-documents/information-for-students/complaints-conduct/student-academic-misconduct.aspx>

**Ethics Policy**

The work being carried out by students must be in compliance with the Ethics Policy. Where there is an ethical issue, as specified within the Ethics Policy, then students will need an ethics release or an ethical approval prior to the start of the project.

The Ethics Policy is contained within Section 2S of the Academic Handbook:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2s-university-ethics-policy.pdf>

**Grade marking**

The University uses a letter grade scale for the marking of assessments. Unless students have been specifically informed otherwise their marked assignment will be awarded a letter grade. More detailed information on grade marking and the grade scale can be found on the portal and in the Student Handbook.

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2o-annex-2-assessment-regulations-grade-marking-scale.pdf?t=1534424273208>

**Guidance for online submission through Solent Online Learning (SOL)**

<http://learn.solent.ac.uk/onlinesubmission>