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School of Computing, Engineering and Mathematics

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| **Assessment Brief** |

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| **Module Title:** | Web Based Game Development |
| **Module Code:** | CI287 |
| **Author(s)/Marker(s) of Assignment** | Robin Heath |

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| **Assignment No:** | 2 |
| **Assignment Title:** | Desktop style game |
| **Percentage contribution to module mark:** | 60% of the overall mark |
| **Weighting of component assessments within this assignment:** | n/a |
| **Module learning outcomes covered:** | 1. Apply basic design principles to the design of single player games for mobile and fixed platforms 2. Integrate effectively a range of assets including text, animation and audio within a game 3. Utilise a 2D games engine to implement browser based games 4. Demonstrate best practice in implementation techniques and documentation |

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| **Assignment Brief and Assessment Criteria***:* See pages 2 onwards |

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| **Date of issue:** | 30 Jan 2017 |
| **Deadline for submission:** | 10 May 2017  *Note: Students are allowed to submit work within two weeks of the published deadline, or the last working day immediately prior to the feedback date if this is shorter than two weeks. Late work is capped at the pass mark*. |
| **Method of submission:** | e-submission via student**central** |
| **Date feedback provided** | 10/06/2017 |

1. *A copy of your coursework submission may be made as part of the University of Brighton’s and School of Computing, Engineering & Mathematics procedures which aim to monitor and improve quality of teaching. You should refer to your student handbook for details.*
2. *All work submitted must be your own (or your team’s for an assignment which has been specified as a group submission) and all sources which do not fall into that category must be correctly attributed. The markers may submit the whole set of submissions to the JISC Plagiarism Detection Service.*

**CI287 – Assessment 2, Desktop Style Game**

**Author:** Robin Heath

**Version:** 1.0

# Purpose

The purpose of this assessment is to enable each student to:

1. work through a realistic design and implementation life cycle
2. working within a **team**, design and develop the original code and assets required to implement a desktop style game.

# Requirement

Each **team** will undertake the design and development of a game that can be played on a desktop computer equipped with a mouse and keyboard. The game should be of a different genre to that developed for first assignment and must utilise at least two of the following features:

* + AI
  + Physics
  + Collision Detection.

Note: The sophistication and originality of the features will affect the final mark.

# Deliverables

The deliverables must include:

1. Game Concept Presentation comprising:

* Game summary: Rules and Gameplay
* Story board

1. A functioning game meeting the requirements defined above
2. Design Specification.

# Submission

The work must be submitted through the module area on StudentCentral as a single Zip file (details to be posted in the module area in due course).

Any work submitted later than 23:55 on 10 May without an agreed extension will be treated as late.

# Timetable

Date Set: Week beginning 30 Jan

Concept Presentation: Week beginning 27 Feb

Game Presentation: Week beginning 1 May

e-Submission Deadline: 23:55, 10 May.

# **Attachment 1 –Documentation Requirements**

Students should use their discretion when documenting their work (more words do not mean more marks). The final structure of the report should reflect that of the game.

# Game Report

The game report is formed from a Design Specification, an Individual Review and the actual game including code and assets. The purpose of the report is to describe the game and how it has been implemented.

**Note:** The quality of the presentation and authoring style of the documentation will affect the overall mark. **Only write in the third person**.

# Design Specification

The specification should address the following topics:

* **Game Summary**: Not more than one page describing the game’s:
  + Objective(s).
  + Rules.
  + Game play.
* **Research:** Provide a critical review of the research you undertook to inform the design/implementation the game.
* **Screen/Level Map:** Provide annotated screen shots identifying all interactive elements and assets.
* **Implementation Specification**: Where appropriate, provide clear explanations of the data structures and code used within game. These should include:
* **Functions/Objects:**  Describe any functions or objects that have been used to implement the game (eg a player object).
* **Code Structure**: Document the overall flow of the code and where it is located within the source file(s).
* **Assets:** Describe significant assets that are used within the game, particularly any assets that you created yourself.
* **Implementation Evaluation:** Provide a summary of the strengths and weaknesses of the technologies (platforms/frameworks etc) that you used to implement your game.
* **References: You must clearly identify the source of any code/assets that you did not create**
* **Appendix 1:** Game Concept Presentation.
* **Appendix 2:** Any further design sketches, background information, research that you wish to submit.

# Group Evaluation: (For each team member)

Summarise your personal contribution to following aspects of the project:

* Concept Presentation
* Implementation
* Documentation