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**ASSIGNMENT BRIEF – BTEC**

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| **Course/Qualification** | | | BTEC Level 3 Extended Diploma in Creative Media Production (Games Development) | | | |
| **Unit Number(s) and Title covered** | | | Unit 75: Human-computer Interfaces for Computer Games  Unit 76: Flash For Computer Games | | | |
| **Assignment Title and Number** | | | Assignment 2: Design and Build a Flash Computer Game | | | |
| **Student Name** | | | Lewis Hawkins | | | |
| **Assessor** | | Bradley Chinn | | **Internal Verifier** | David Matravers | |
| **Date issued** | | 06.03.2019 | | **Submission deadline** | 24.05.2019 at 16:30 | |
| **Assessment Criteria** | **To achieve the criteria, the evidence must show that the student is able to:** | | | | | **Assessor confirm met** |
| **U75 P3** | Prototype an interface for a game using human-computer interface techniques working within appropriate conventions and with some assistance. | | | | |  |
| **U75 M3** | Prototype an interface for a game using human-computer interface techniques to a good technical standard showing some imagination and with only occasional assistance. | | | | |  |
| **U75 D3** | Prototype an interface for a game using human-computer interface techniques to a technical quality that reflects near-professional standards, showing creativity and flair and working independently to professional expectations. | | | | |  |
| **U76 P2** | Apply Flash tools for game construction working within appropriate conventions and with some assistance | | | | |  |
| **U76 P3** | Apply ActionScript for game programming working within appropriate conventions and with some assistance | | | | |  |
| **U76 P4** | Make a Flash game following industry practice, working within appropriate conventions and with some assistance. | | | | |  |
| **U76 M2** | Apply Flash tools for game construction to a good technical standard showing some imagination and with only occasional assistance | | | | |  |
| **U76 M3** | Apply ActionScript for game programming to a good technical standard showing some imagination and with only occasional assistance | | | | |  |
| **U76 M4** | Make a Flash game to a good technical standard following industry practice, showing some imagination and with only occasional assistance. | | | | |  |
| **U76 D2** | Apply Flash tools for game construction to a technical quality that reflects nearprofessional standards, showing creativity and flair and working independently to professional expectations | | | | |  |
| **U76 D3** | Apply ActionScript for game programming to a technical quality that reflects near professional standards, showing creativity and flair and working independently to professional expectations | | | | |  |
| **U76 D4** | Make a Flash game to a technical quality that reflects near-professional standards following industry practice, showing creativity and flair and working independently to professional expectations. | | | | |  |

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| **Assessor feedback - 1st submission** | | | | | | | |
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| **Did the learner meet the original deadline or agreed extension?** | | Yes  No | | | | | |
| **Assessor signature** |  | | | | **Date** | |  |
| **Resubmission authorised?** | | Yes  No | | | | | |
| **New agreed deadline date for submission** *\* must be within 15 days of receiving original assignment back* | |  | | | | | |
| **Lead Internal Verifier signature** |  | | | **Date** | |  | |
| **Assessor feedback - Resubmission** | | | | | | | |
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| **Assessor signature** (resubmission only) |  | | **Date** | | | |  |

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| **Vocational Scenario/Industrial Context** |
| The local games company, “SomerGames” are currently looking to employ a junior designer and developer which specialises in creating HCI incorporated Flash games.The company require you to design and develop a racing game which allows users to complete time trials of each lap time.  The must have requirements set by the company are the following:   * The game will need to allow the car to go in all directions (forwards, backwards, left and right) * The car will need to be designed on a classic car. * The game will incorporate a lap score system with time tracking ability. * It will be able to display the best lap time.   Any additional requirements can be explored by the developer and will determine the level of skill you have to use the tools and techniques for the Flash Game. |
| **Tasks and criteria covered** |
| **Task 1** *–* ***U75P3,M3,D3***  You will be required to design the racing game set by SomerGames and this will need to include the following documentation:  **Game design**: Planning considerations would need to be demonstrated via a mind map and storyboard.  **Game specification analysis**:  You will need to consider the following specification: visual style; audio style; game resources; core game mechanics, game modes, eg game levels, difficulty modes  **Asset preparation**:   * Graphical (sprites, backgrounds); * Behavioural (effects, objects, ActionScripts); * Sound, eg effects, music, ambience, dialogue; file types, eg bmp, gif, tiff, jpg, wav, midi, aiff, au, smp, mp3, ra, vox   **Interface decisions for each mode**:   * Game resources * Game mechanics * Player Actions Required * Feedback required via input devices   **Prototype User interface**:   * Layout Sketches and flow charts showing the navigation between different scenes.   **Task 2** *–* ***U76 P2,M2,D2, P3,M3,D3, P4,M4,D4***  After successfully completing the design documentation, you will be now required to build the racing game set by SomerGames and this will need to include the following detail which needs to be produced, your game **mus**t include some form of interface:  **Production**: Assets List including the following ActionScripts; Animation; Game world; Testing (alpha, beta, user testing)  **Flash Tools:** *Flash environment,**Basic tools, Objects, Colour tools, Text tools, Animation, Assets, Advanced tools, Saving and exporting*  **Action Script**: Basic, Text, Random numbers, Decision making, Repeated behaviours, Advanced, Vectors, Game physics  **Publishing**: Executables file for the workj produced and can be in any format (internet, flash file, flash lite etc)  **Industry practice Reflection**: you will need to create a review on the finished product.  You should discuss the following:   * How it differentiates between the designs produced? * Is it fit for purpose? * What are the technical quialities produced? * What Production skills have you developed? |
| **Evidence you must produce for this task** |
| A detailed game design and implementation of the flash game whilst evidencing criteria for task 1 and task 2. The following should be included in the submission:  **Design Documentation:**   * Games Specification and Design Documentation * Assets (graphics, sound etc.) * Interface Designs * Prototype (using Photoshop or other professional drawing software)   **Implementation Documentation:**   * Production Log * Complete Flash Game * Reflective Review on Project |
| **Sources of information** |

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| Textbooks  Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Student Book (Pearson, 2010) ISBN 978-1846906725  Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Teaching Resource Pack (Pearson, 2010) ISBN 978-1846907371  Adams E – Fundamentals of Game Design (Prentice Hall, 2006) ISBN 978-0131687479  Carroll J – Foundations of Design in HCI: A Special Issue of ‘Human-computer Interaction’ (Lawrence Erlbaum Associates Inc, 2006) ISBN 978-0805893823  Carroll J – HCI Model Theories and Frameworks (Morgan Kaufmann, 2003) ISBN 978-1558608085 Choquet D – 1000 Game Heroes (Taschen, 2002) ISBN 978-3822816332  Crawford C – Chris Crawford on Game Design (F T Prentice Hall, 2003) ISBN 978-0131460997  Dix A – Human-Computer Interaction (Prentice Hall, 2003) ISBN 978-0130461094  Koster R – Theory of Fun for Game Design (Paraglyph Press, 2004) ISBN 978-1932111972  Preece J, Rodgers Y and Sharp H – Interaction Design: Beyond Human-Computer Interaction (John Wiley & Sons Ltd, 2007) ISBN 978-0470018668  Premier Press Development – Game Interface Design (Premier Press, 2004) ISBN 978-1592005932 Rouse R – Game Design, Theory and Practice (Wordware Game Developer’s Library, Wordware Publishing Inc, 2006) ISBN 978-1556229121  **Websites**  hci-journal.com – Human-Computer Interaction, a journal of theoretical, empirical, and methodological issues related to user science and system design  www.bcs-hci.org.uk – the website of the British Human-Computer Interaction Group  www.gamasutra.com – website for all things game development, sister publication to the print magazine Game Developer, with excellent game developer resources  www.gamedev.net – a forum, with good articles on all things game development and excellent game developer resources  www.igda.org – non-profit-making industry body, useful for research and learning support | | | | |
| **Student checklist** | | | | **Complete?** |
| Proofread | | | |  |
| Reference List (if applicable) | | | |  |
| All pages attached and numbered – including introduction/conclusion/front sheet | | | |  |
| **Authenticity of Evidence Student declaration** | | | | |
| I certify that the evidence submitted for this assignment is my own.  I have clearly referenced any sources used in the work.  I understand that false declaration of authenticity (i.e. plagiarised work) is a form of academic misconduct and the relevant College procedures will be instigated if I am found to be in contravention of these. | | | | |
| **Student signature** |  | **Date of submission** |  | |
| **Re-authentication of Evidence Student declaration *(for resubmission only)*** | | | | |
| **Student signature** |  | **Date of resubmission** |  | |