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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 76: Flash for Computer Games | | | |
| **Assignment Title and Number** | | | Assignment 1: Flash for Computer Games: What You Need to Know | | | |
| **Student Name** | | |  | | | |
| **Assessor** | | Bradley Chinn | | **Internal Verifier** | David Matravers | |
| **Date issued** | | 10.10.2018 | | **Submission deadline** | 16.11.2018 at 16:30 | |
| **Assessment Criteria** | **To achieve the criteria, the evidence must show that the student is able to:** | | | | | **Assessor confirm met** |
| **P1** | Describe the application of Flash to game development with some appropriate use of subject terminology. | | | | |  |
| **M1** | Explain the application of Flash to game development with reference to detailed illustrative examples and generally correct use of subject terminology. | | | | |  |
| **D1** | Critically assess the application of Flash to game development with supporting arguments and elucidated examples, consistently using subject terminology correctly. | | | | |  |

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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 cinema, “Flash Cinema” is promoting an awards evening for the local college and want you to plan and produce a flash game to promote this on its website.  The cinema are in need of a clear presentation to be shown to the Director before you start on the planning and building of the flash game. |
| **Tasks and criteria covered** |
| **Task 1** *–* ***U76P1,M1,D1***  Before you begin work on the site, you must demonstrate your knowledge of the use of Flash for game development.  Create a presentation to critically assess the application of Flash to game development with supporting arguments and elucidated examples, consistently using subject terminology correctly.  Your presentation will need to cover all of the **bold** headings below, in *italics* are topic areas you need to write about:  **Flash for game development:** *Flash’s integrated development environment (IDE); Flash Player*  **Game programming in Flash:** *advantages for game programming; ActionScript compared to animation; limitations of Flash; plug-ins; Flash variants and players, e.g. Flash Lite; coding conventions (file naming, camel case, punctuation, indentation); PC platforms (Flash); mobile platforms (Flash Lite)*  **Making games**: *making artificial worlds; importance of interactivity; objects; programmer as ‘hidden’ player*  **Planning Flash games**: *story; input devices; graphics; sound; importance of gameplay; game plan (main character, look and feel, game screens, screen objects, role of objects, behaviour of objects); game flowcharts* |
| **Evidence you must produce for this task** |
| A presentation evidencing task 1. |
| **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  Adobe Creative Team – Adobe Flash CS4 Professional Classroom in a Book (Adobe, 2008)  ISBN 978-0321573827  Besley K – Flash MX 2004 Games Most Wanted (APress, 2004) ISBN 978-1590592366  Green T and Chilcott J – Macromedia Flash 8 Professional: Training from the Source (Macromedia, 2005)  ISBN 978-0321384034  Harris A – Beginning Flash Game Programming for Dummies (Wiley Publishing, 2006) ISBN 978-0764589621  Hoekman R – Flash Out of the Box (O’Reilly, 2004) ISBN 978-0596006914  Kerman P – Sams Teach Yourself Macromedia Flash MX2004 in 24 Hours (Sams, 2003)  ISBN 978-0672325946  Makar J and Sosinksy B – Macromedia Flash MX Game Design Demystified (Macromedia, 2004)  ISBN 978-0735713987  Moock C – Essential ActionScript 2.0 (O’Reilly, 2004) ISBN 978-0596006525  Moock C – Essential ActionScript 3.0 (O’Reilly, 2007) ISBN 978-0596526948  Peters K – Foundation ActionScript Animation: Making Things Move! (Friends of Ed, 2005)  ISBN 978-1590595183  Rhodes G – Macromedia Flash Professional 8 Game Development (Charles River Media Game Development,  2006) ISBN 978-1584504870  Rosenzweig G – Macromedia Flash MX ActionScript for Fun and Games (Que, 2002) ISBN 978-0789727992  Ulrich K – Macromedia Flash 8 for Windows and Macintosh: Visual QuickStart Guide (Peachpit Press, 2006)  ISBN 978-0321349637  Ulrich K – Flash CS3 Professional for Windows and Macintosh: Visual QuickStart Guide (Peachpit Press, 2007)  ISBN 978-0321502919  **Websites**  www.adobe.com – the website of this software manufacturer contains useful information and resources,  including training materials, forums, downloadable trial software and players, news etc  www.ferryhalim.com/orisinal – free Flash games resource  www.flashadvisor.com – Flash games resource, tutorials, animations, ActionScripts, Flash movies and  sound loops  www.flash-game.net — a resources site with more than 3000 free games and online games including sports  games, action games, puzzle games, Flash games and multiplayer games  www.flashkit.com – a resources site for Flash developers which includes reviews, sound loops and tutorials  www.flzone.net – tutorials from ActionScript to web design  www.tutorialized.com/tutorials/Flash/Games/1 – Flash games resource, tutorials, animations, ActionScripts | | | | |
| **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** | digital signiture | **Date of submission** | 16/11/18 | |
| **Re-authentication of Evidence Student declaration *(for resubmission only)*** | | | | |
| **Student signature** |  | **Date of resubmission** |  | |