

School of Computer Science  
University of St Andrews  
2018-19  
CS4303  
Video Games  
Practical 4: The Game

This Practical comprises 45% of CS4303. It is due on Friday 30<sup>th</sup> November at 21:00.

The deliverables consist of:

- A report of up to 3,000 words discussing your game design and its evaluation.
- A short player's guide for your game.
- The Processing source code for your game.

You will also give an **individual demonstration** of your game to the lecturer, to be scheduled in Week 12.

### **Background**

This practical is intended to give you the opportunity to implement the game idea you pitched in Practical 3.

### **Problem Specification**

Develop in Processing a game of your own design – this should not be a direct clone of an existing game. The genre of your game is entirely up to you, but note that the degree of technical challenge is a factor in marking.

Evaluate your game by performing a usability test performed by at least two other people. The expectation is that test subjects will be your classmates from CS4303 – help each other. If you are really struggling to find test subjects, get in touch with the lecturer well before the deadline.

Document your design and implementation in a report covering:

- **Design:** This should significantly extend the pitch you produced for Practical 3, and hence cover: Title, Genre(s), Player(s), Opponents, Rules/Mechanics and Goals. Make use of annotated screenshots from your game to illustrate these points. If, following feedback from Practical 3, you decided on a completely new design, then you should explain why.
- **Context:** Set your game in context by describing how its features relate to existing games, and how it differs from similar games.
- **Evaluation:** Describe how you tested and evaluated your game. Discuss any parts of your game you changed based on feedback obtained during testing.

## Marking

The practical will be marked following the standard mark descriptors as given in the Student Handbook (see link below). There follows further guidance as to what is expected:

- To achieve a mark of 7 or higher: A rudimentary game implementation with a low degree of technical challenge, adequately evaluated and reported.
- To achieve a mark of 11 or higher: A game implementation with a reasonable degree of technical challenge, although few if any original elements, reasonably well evaluated and reported.
- To achieve a mark of 14 or higher: A game implementation with a good degree of technical challenge, with some original elements, well evaluated and reported.
- To achieve a mark of 17: An excellent game implementation with a good degree of technical challenge, with some original elements, very well evaluated and reported.
- To achieve a mark greater than 17: in addition to the requirements for a mark of 17, evidence of exceptional achievement in terms of technical challenge and/or originality.

## Pointers

Your attention is drawn to the following:

- Mark Descriptors:  
<https://info.cs.st-andrews.ac.uk/student-handbook/learning-teaching/feedback.html>
- Lateness:  
<https://info.cs.st-andrews.ac.uk/student-handbook/learning-teaching/assessment.html>
- Good Academic Practice:  
<https://info.cs.st-andrews.ac.uk/student-handbook/academic/gap.html>