Level 1 Game Development Log

### Relevant Implications

Watch [this Video](https://drive.google.com/file/d/1W9qZIB6EUfcXPuHCfPmi6d_WoQNErlNk/view) to help explain how to write about each one once you understand them.

In your own words, describe at least 3 relevant implications that are important for game designers to consider before development.

| **Relevant Implication** | **What is it and why is it important to consider when designing and making games?** |
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### Overall Project Planning

Link to your Trello Plan (make sure it is public) :

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### Sprint #1 Planning

What are your priorities and goals for this development cycle?

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### Sprint#1 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](https://forms.gle/nJMzBiu3vrtSjyLh7)

Link to Feedback Responses. (remember to share the results NOT the form)

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### Summary of Feedback

| What did the feedback say in general? |
| --- |

### Sprint #1 Project Reflection:

Things to consider when answering

* Time restraints
* Resources
* New knowledge
* Unforeseen problems
* Testing

Screenshot of the game at end of this Development Cycle

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What went well and why?

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| --- |

What didn’t go well and why?

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What have you learned?

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What are you most proud of this sprint? Add a screenshot. What is it? How did you make it? Why are you proud of this the most?

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### Sprint #2 Planning

What are your priorities and goals for this development cycle?

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### Sprint#2 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](https://forms.gle/nJMzBiu3vrtSjyLh7)

Link to Feedback Responses. (remember to share the document)

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### Summary of Feedback

| What did the feedback say in general? |
| --- |

### Sprint #2 Project Reflection:

Things to consider when answering

* Time restraints
* Resources
* New knowledge
* Unforeseen problems
* Testing

Screenshot of the game at end of this Development Cycle

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What went well and why?

|  |
| --- |

What didn’t go well and why?

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What have you learned?

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What are you most proud of this sprint? Add a screenshot. What is it? How did you make it? Why are you proud of this the most?

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### Sprint #3 Planning

What are your priorities and goals for this development cycle?

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### Sprint#3 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](https://forms.gle/nJMzBiu3vrtSjyLh7)

Link to Feedback Responses. (remember to share the document)

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### Summary of Feedback

| What did the feedback say in general? |
| --- |

### Final Reflection:

Screenshot of the game at end of this project

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Final Reflection

| What went well/poorly? If you had more time what might you do? What would you do differently if you could start again? |
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## Relevant Implications

How have you addressed the relevant implications that you identified at the beginning of the project?

| **Relevant Implication** | **I addressed this by………. Give specific examples** |
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## Name: Grade:

## Use basic iterative processes to plan and develop a digital outcome

**Domain:** Digital Technology 1.9

**Credits:** 6 (Internal)

Link: <https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2018/as91884.pdf>

| **Achieved**  **Use basic iterative processes to plan and develop an outcome** | **Example Evidence** |  |
| --- | --- | --- |
| Planned a digital outcome to address a problem, need, opportunity or interest | Used planning tools (Trello Freedcamp etc) to create an overall plan of what your game needs to be considered a success. This is related to your proposal or the given brief for the game. |  |
| Decomposed the outcome into smaller components | Break the whole project down into sprints of a few weeks each. Each sprint will develop your game further. Tasks in each sprint should be small and specific not just (make an enemy) |  |
| Planning and trialling components in an iterative manner | Sprints contain a series of small tasks that are developed, tested and evaluated then feedback from the planning and tialling helps to inform the planning for the next sprint. |  |
| Tested the outcome to ensure it functions as intended | Final evaluation of the outcome relates to the brief/proposal and attempts are made to ensure the game works and is relatively bug free. |  |
| Described the social implications and end-user considerations that are relevant to the outcome | Shown an understanding of the relevant implications as they relate to game development and completed the relevant implications section for 3 chosen implications. Explanation [here](https://docs.google.com/document/d/1l_nZtPjKLyVg_iZwJNrFnatmMl3LvR8L_HVMGSJBGt0/edit#bookmark=id.idsizeq4fq3c) |  |
| **Merit**  **Use iterative processes to plan and develop an informed outcome** |  |  |
| Used information from testing and trialling to improve the outcome | Really good sprint evaluations leading to informed and detailed improvements that create a high quality outcome. |  |
| Trialled multiple components and/or techniques and selected those which improved the quality of the outcome | You should have evidence of revisiting a task because it was found (from feedback or reflection) to be in need of improvement. Eg. you may have done a main character then completely redone it because feedback or reflections showed it was a bit rubbish and could make a big difference to the overall quality of your game. You could so the same with code, levels, particle systems, menus, etc. |  |
| Addressed relevant social implications and end user considerations in the development of the outcome | Not only did you consider a few “implications” from above, you dealt with them. Eg. Aesthetics- you re-do a level and add several new models in sprint 2 because after testing, the user thought it looked a bit disjointed (your had a bunch of textured objects but the main map was flat color- so you made the main map textured and added concrete blocks, brick walls and roads) |  |
| **Excellence**  **Use iterative processes to plan and develop a refined outcome** |  |  |
| Applied information from planning, testing and trialling of components to develop a high quality outcome | As above but the process was followed through in detail- your development log is highly detailed and comprehensive (lots of writing about lots of tasks) and your outcome as a result of the **process** is really impressive. |  |

Comments:

## Develop a digital media outcome

**Domain:** Digital Technology 1.4

**Credits:** 4 (Internal)

Link: <https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2018/as91880.pdf>

| **Achieved**  **Develop a digital media outcome** | **Evidence** |  |
| --- | --- | --- |
| Used appropriate tools, techniques and design elements for the purpose and the end users | Your development log has evidence that you can use at least two of the following pieces of software with some skill-  Godot, Inkscape, Gimp, Pixelart/Piskell, Goxel, Blender |  |
| Applied appropriate data integrity and testing procedures | The art/code/level is tested or evaluated- this appears in your development log as a reflection or the results of testing. Eg. You have a screenshot of the model in game and you reflect on it in your development log- does it fit the art style? Is it efficiently made? Is it functional |  |
| Described the social and end-user considerations that are relevant to the outcome | Same as the “Iterative design” standard- You do NOT have to do this twice!  Ensure that you have answered this- explanation [here](https://docs.google.com/document/d/1l_nZtPjKLyVg_iZwJNrFnatmMl3LvR8L_HVMGSJBGt0/edit#bookmark=id.idsizeq4fq3c) |  |
| **Merit**  **Develop an informed digital media outcome** |  |  |
| Used information from testing procedures to improve the quality of the outcome | You manage to make a better than average outcome because your contribution is refined by feedback and reflection. You should show that you are quite skillful in your chosen area (code/level design/modelling) |  |
| Addressed relevant social implications and end-user considerations | As above- only this time you have to not only show you understand some of the “implications” but you have ensured you have dealt with them. |  |
| **Excellence**  **Develop a refined digital media outcome** |  |  |
| Showed iterative improvements throughout the design, development and testing process | Your development log shows that you have put a lot of work into developing the part of the game that you were responsible for. Eg. you have made several versions of the main character- each one slightly better than the other to end up with an awesome main character. This has been recorded in depth in your development log and there is evidence of reflection, feedback from other and consideration of other “implications” (mentioned above) that have guided your improvements. |  |
| Applied design elements effectively | You have shown a high level of skill in your area on top of making an awesome outcome. Eg. You are a blender guru! |  |

Comments: