



# Assignment 2

## COMP 30540

Dr. Abraham Campbell



# The assignment to create a



## Assignment 2 – Grading Rubric for Interview

The marking scheme below demonstrates how your game will be assessed during the interview. Remember if you do not show something, we cannot give you the marks later on. Note that Devices does not mean adding networking but that would give some marks to the functional game components.

Marking Criteria	Theme and Narrative	Education / AI Co-learning	Game / Physics	Devices/ HCI
Criteria weighting to total 100	25	25	25	25
A+ ,A , A-	The game keeps within the specification of an education game but radically changes the Theme and general concepts to create a unique game play experience.	Education loop is complete with different difficulties including the Quiz afterwards to test your knowledge. AI co-learner is embodied within the world as an avatar similar to the learner, reacts to the user, engages with the learning material in front of the user.	The game plays well. Overall, the game loop works as a game independent of the education content. The physics works well and has elements created by the student and not using the internal game engine physics engine or another external library.	The game runs on second platform and has a different control mechanic that matches the device its on.
B+,B,B-	The game has improved on the theme within the specifications and maintains the narrative	Education loop is complete with different difficulties including the Quiz afterwards to test your knowledge. AI co-learner embodied within the world as an avatar and reacts to the user	The Education games has a complete game loop. The game has advanced physics which uses advanced techniques from the game engine or an external library.	The game runs on a real second platform.
C+,C,C-,D+,D,D-	The game is in line with the specifications Theme .	Education loop is complete including the Quiz afterwards to test your knowledge	The game loop is functional and has collision detection of some kind	The student can demonstrate through a simulator that the game could run on a second platform.
E,F,NG	The student has demonstrated little or no attempts to follow the specifications narrative and theme.	There is no AI / There is no educational content	The student has demonstrated little or no attempts to add physics to the game	The student has demonstrated little or no attempts to adding a control mechanism or tried to run it on a second platform.



# Storyline ( same as 2021)

1 million years in the future, earth has send seed ships to colonise new worlds tens of lightyears distant but these ships take 1000's year of year to arrive at their destinations.

So any human alive would be long dead before they would arrive, so instead the ships use frozen embryos to create new humans when they are about to reach their destinations. The new humans are raised by robots and learning through educational games. You are young programmer who wants to prove themselves in the far future, as most programmes are now written by AI's but a new competition

Your assignment is to create a 3D game, either in 1st person or 3rd person that teaches a basic lesson though play. The game can be as simple as just learning numbers or the alphabet to more complex primary or secondary school material. The game must have an avatar that the child uses to control the game but that avatar can be anything the programmer wants



# Deadlines

Due April 29th 6 pm 2022  
Interviews Mid May



# Where are we in the course

		Lecture A	Lecture B	LAB	Interviews
week 1	17/01/2022	Introduction	Genres and Assignment 1	No official lab ( I will in the room for QA )	
week 2	24/01/2022	Sprites	Collisions part 1 / Assignment 2 Announcement	Assignment 1 Template working	
week 3	31/01/2022	Collisions part 2	Collisions part 3	Assignment 1 Theme	
week 4	07/02/2022	Games Industry	Audio	Assignment 1 GameLogic	
week 5	14/02/2022	Assignment 1 Discussion	3D Space: Basics	Assignment 1 Features	
week 6	21/02/2022	3D Game Objects and Levels	Character Animation	Assignment 1 Further work	
week 7	28/02/2022	Responses to 3D collision / Assignment 2 remi	Game AI in Video- and Strategy- Games	Assignment 2 Choose your Engine / Tutorial	Interviews
BREAK	07/03/2022			NO LAB learn using tutorials	
BREAK	14/03/2022			NO LAB learn using tutorials	
week 8	21/03/2022	De-Brief Assignment 1 / Demos	Path Finding AI	Assignment 2 lab no general theme	
week 9	28/03/2022	Guest lecture TBA	VR demo day aiming to be done in person for the first time in	Assignment 2 lab no general theme	
week 10	04/04/2022	Game AI part 2	Special Effects and Lighting	Assignment 2 lab no general theme	
week 11	11/04/2022	Assignment 2 Discussion	AR/ VR Future of Games	Assignment 2 lab no general theme	
week 12	18/04/2022	Exam preparation session	Buffer	Assignment 2 Crunch	
STUDY	25/04/2022				Interviews
EXAM	02/05/2022				

	Should attend ( really should , this is where we can give you feedback )
	Should attend
	RECOMMEND TO ATTEND but optional , Flipped class model and demo days etc.

