**Computer Games Design (COMP08035) – Assessment 2019-20**

**Introduction**

The aim of this module is to provide a comprehensive overview of the importance of game design documents whilst accentuating their relevancy in the games development industry and life-cycle. The module adopts a team based approach where team members will collaborate towards the development of a prototype of a game idea conceived via the design document. In addition, each team will present their developed prototype to illustrate how the design document has informed the development of the game.

There are three pieces of course work to be produced:

**1.** A detailed game and technical design document **–** team task (40%)

**2.** A working protoype of a game informed and implemented via the games design and technical document – team task (50%)

**3.** A presentation providing an overview of how the design document has informed the development of the game – team task (10%)

1. **The Game Design Document**

They should be conventional documents that provide a blueprint and comprehensive overview of the game idea but more significantly the game is to be developed from a game design and technical perspective. The document should be properly justified with explanations provided regarding the choices made by the project team in terms of development of the game. The document must communicate the game idea in a professional, logical, sequential and coherent manner.

It is up to each team to decide on the format that they consider best explains the detailed design of the game idea. However, the game design document and technical documents should include as a **minimum** the following elements:

* Outline of the game idea (game overview, summary, justification of game concept and theme)
* Graphics (concept art sketches, storyboards, aesthetics, sprites, characters, asset lists)
* Level Design overview: Use of Form, Space, Architecture, documented level design approach
* Mechanics and gameplay (procedures, rules of game, game flow, AI)
* Flow charts representing game states or use of UML
* Documented software development approach and testing methodologies (evidence of how used - GDLC)
* Quality Assurance (fixing of bugs)
* Production (assets and source code), documentation of coding practices and standards
* Art and audio production (software used and sound clips)
* User Interface, HUD, Game Maps
* Evidence of games immersion, cognitive flow and game balance
* Documentation of playtesting (approaches adopted)
* Evidence of Project Management (Tasks and development milestones)
* Evidence of use of GitHub

The game design and technical documents can be created as one overall cohesive document or can be produced separately (though they must interrelate to one another). Each team can make this decision prior to progressing the project.

All content must be IP cleared and each member's role in the creation of the document clearly outlined.

**To be submitted by Friday 29th November 2019 (week 13) 4pm on Moodle.**

1. **Working Prototype of your game idea**

Each project team will develop a working prototype of a game that adheres to the concept of the games development lifecycle. The project team can choose to develop their genre specific game from either a 2D or 3D perspective using a game engine appropriate to aid their implementation requirements.

What is important and what the prototype will be assessed against is how closely the development of the prototype has adhered to each team’s design and technical design documents. There must be a clear audit trail of the overall development process with relevant justifications made to explain the choices and decisions made by the team.

Each team must also submit a video link (demo) of their game as part of the final submission process. The videos will also be used as part of the team presentations to demonstrate the working version of the game during the presentation.

1. **Team Presentation**

Each team will present their final working prototype to the lecturer and class during week 12 or week 13. Presentation time slots will be made available on Moodle and you will be notified of this via e-mail and during the lecture. Each team will have a period of 15 minutes to provide a comprehensive overview of their game.

* All members of the team must participate.
* A formal “stand up and talk” presentation is expected for at least part of the time.
* Each team should try to stand out from the crowd - in a good way.

The materials used during the pitch must be submitted via Moodle once the pitch has taken place.

**PowerPoint version to be submitted by Friday 29th November 2019 (week 13) 4pm on Moodle.**

1. **Peer Review Forms**

Each team member must complete a Peer Review Form for him/herself and for each of the other team members.

**To be submitted by Friday 29th November 2019 (week 13) 4pm on Moodle.**

**Team Project Submission**

All submissions must be made through Moodle. All files must be named as follows:

For team submissions, include the team name: e.g. CGD\_TeamName\_Design\_Document.dox

Where multiple files are being submitted use an archive utility like [7-Zip](http://www.7-zip.org/) to compress them into a single zip file, which you should name as above. This also applies to the submission of your working prototype.

Working prototype of the game (check file size – if file is too big you may have to submit via a USB or share the link to the game via Google Drive, GitHub or Dropbox). If anything is password protected you must inform the lecturer of the password.

**Video of the game** – a minimum of five minutes should suffice (i.e. long enough to illustrate the salient features of the game in relation to the overall design process).

**Marking Scheme**

The same marking regime applies to all three parts:

"The work presented is ...

**A1 –** (90-100) Exceptional. Student work is exemplary and exceeds the threshold standard by a significant margin.

**A2 –** (80-89) Outstanding. Student work significantly exceeds the threshold standard.

**A3 –** (70-79) Excellent. Student work very much exceeds the threshold standard.

**B1 –** (60-69) Very good/Commendable. Student work is well above the threshold standard.

**B2 –** (50-59) Good, Highly competent. Student work is clearly above the threshold standard.

**C –** (40-49) Satisfactory. Competent. Student work is at the threshold standard.

**D –** (30-39) Unsatisfactory. Student work is marginally below the threshold standard.

**E –** (1-29) Very unsatisfactory. Student work is well below the threshold standard.

**N –** 0 (at first diet) There is no work to be assessed at the first diet, or incomplete or no engagement with re-assessment”.

The work will be marked by Gavin Baxter (Paisley). Marking will be checked by another academic from the School of Computing. Results are also checked by an External Examiner from another university and then finally approved by the Subject Panel. Only at that stage is the mark final and you can check it on Banner.