Student

Workshop 1 | BITU 2913

Semester 2 2020/2021

Prepared By: Workshop I Committee

22 March 2021

INTRODUCTION *Committee*

SUPERVISOR

PROPOSAL

PROSES & IMPLEMENTATION

THE DOS & DON'TS

DR. NURUL AZMA ZAKARIA (CHAIRMAN)

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TS. MASLITA ABD. AZIZ (BITD)

TS. SHAHRIL PARUMO (BITE)

TS. AHMAD FADZLI NIZAM BIN ABDUL RAHMAN (BITI)

TS. ANIZA OTHMAN (BITM)

TS. MUHAMMAD SUHAIZAN SULONG (BITS)

TS. MOHAMMAD RADZI MOTSIDI (BITZ)

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Apply the knowledge that had been learned especially in programming technique to build, run and develop the project **individually (C3)**

Fix problems in systematic way **(P3, CTPS3)**

Defend while presenting result of the project (**A4, CS3)**

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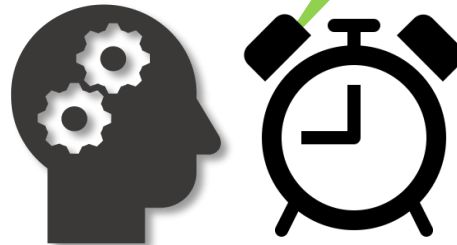
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Repeat the process if necessary

SET APPOINTMENT WITH SUPERVISOR

Discuss and create appointment dates (MINIMUM 7 meetings)

Record your meeting with supervisor in PRES and ask them to approve

DISCUSS WITH SUPERVISOR & PREPARE PROJECT PROPOSAL

Download proposal template from ULearn

SUBMISSSION & VERIFICATION

Submit proposal in PRES. Your supervisor will approve directly from PRES system.

UPLOAD PROPOSAL to PRES

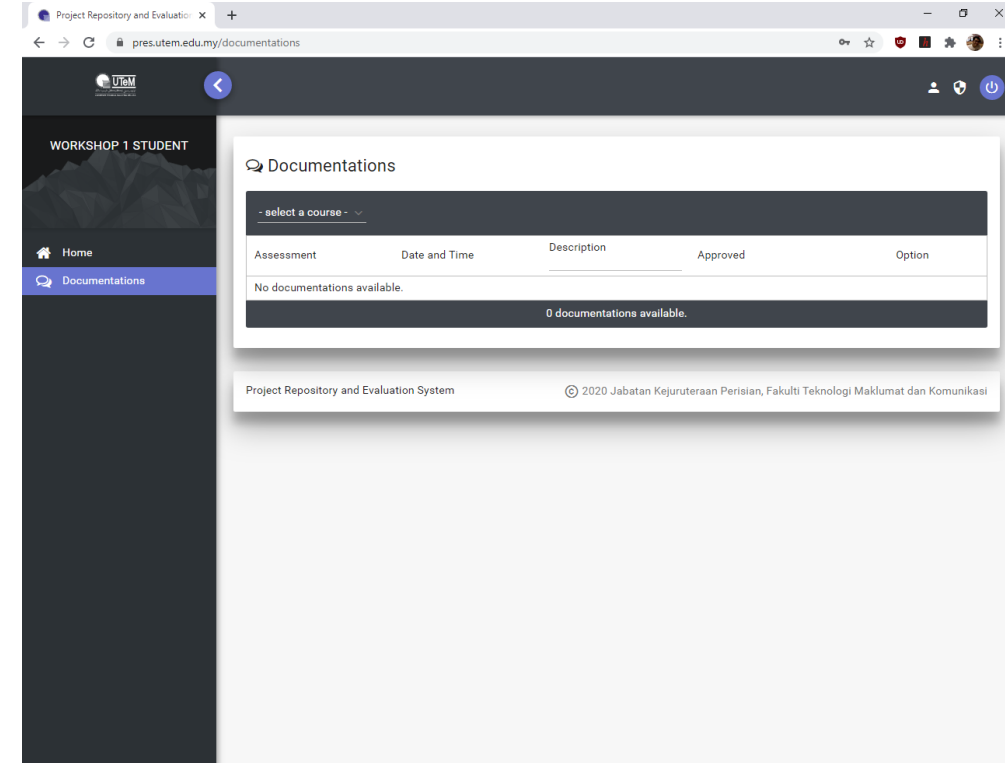**pdf.** file format | **DUE END OF WEEK 2 (SUNDAY NIGHT)**

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URL: https://pres.utem.edu.my
User ID/Password: Matric Number

Week	Start Date	End Date	Activity	Deliverables
1-2	15/03/2021	26/03/2021	Project proposal submission after discussion and approval from supervisor	Project proposal
3-5	29/03/2021	16/04/2021	Discussion on problem analysis and solution design (all except BITE) or game concept and design (BITE)	Progress report 1 (problem statement, flowchart, pseudocode, data model, data dictionary, and input/output design)
6-9	19/04/2021	14/05/2021	Project implementation and demonstration	Progress report 2 (40-50% project completion), project demonstration
10-13	17/05/2021	11/05/2021	Project implementation and demonstration	Progress report 3 (80-100% project completion), project demonstration
14-15	14/05/2021	25/05/2021	Project presentation and final report submission	Project presentation and final report

COMPUTERIZED MANAGEMENT INFORMATION SYSTEM

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EXAMPLE

Library Management System

Real Estate Management System

BOUTIQUE Inventory Management System

University Management System

- Student Management System
- Human Resource Management System
- Transport Management System

Rental Shop Management System

Payroll Management System

Railway Ticketing Management System

Hospital Management System

- Patient Information System
- Pharmacy Information System
- Laboratory Information System

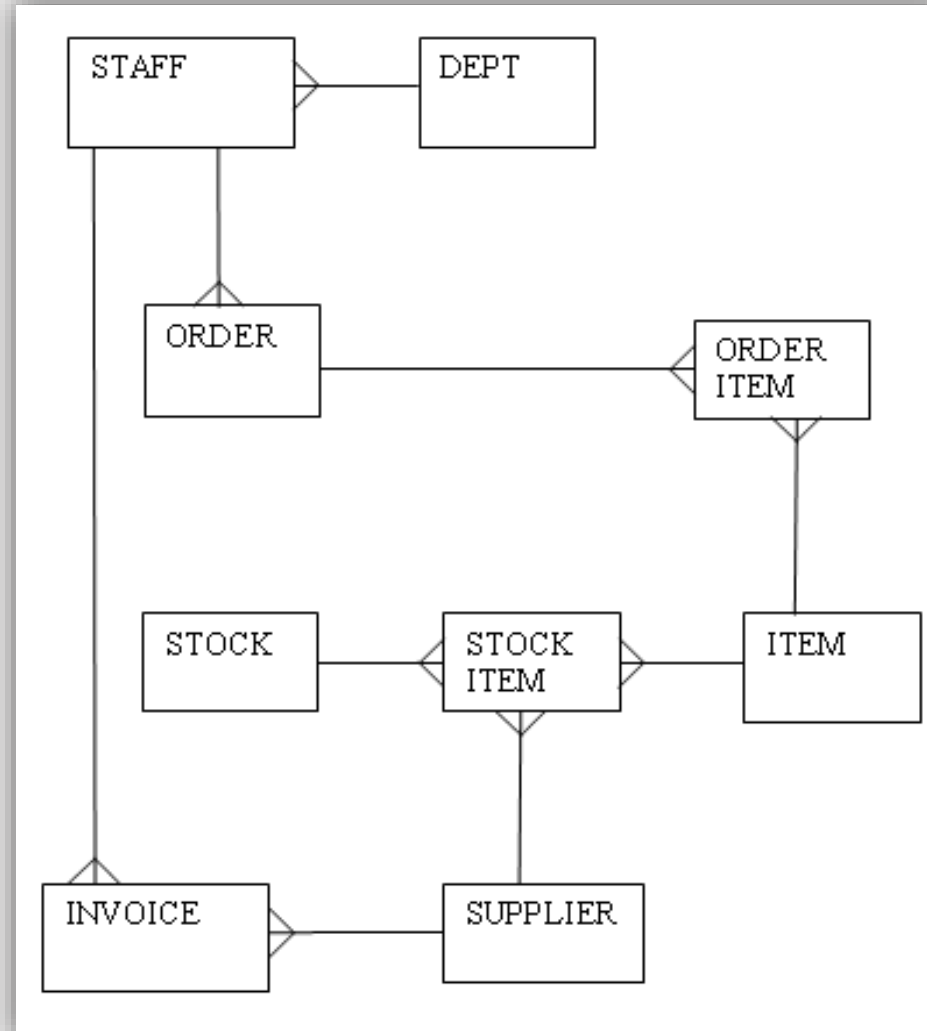**Restaurant Management System**

Cooking Recipe Management System

Hostel Management System

ETC.

Minimum 3 Entities (Excluding the bridge entity)

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Create a fully playable game or game prototype built from the ground up.
Utilize the tools explored and knowledge gained in previous subject learned in semester 1 until semester 3 in order to do this.
Standalone games
Single player
Free asset is allowed to use.
You need to create your own character/s.
# Student can choose one from below genre/ type:

Adventure

These are usually single player games, and are often set in fantasy or adventure worlds. You must complete puzzles to advance levels. The game generally starts with a back story of your character, and let you know what your mission is. You have to figure out how to complete the mission.

Casual Games (Puzzle, Chest etc)

These games appeal to those who love to solve difficult puzzles. There are many levels, from beginner to expert, and games usually have coloured shapes and simple actions. These are brain games, with no action involved.

Platformer Games

A platformer is a video game in which the game-play revolves heavily around players controlling a character who runs and jumps onto platforms, floors, ledges, stairs or other objects depicted on a single or scrolling (horizontal or vertical) game screen.

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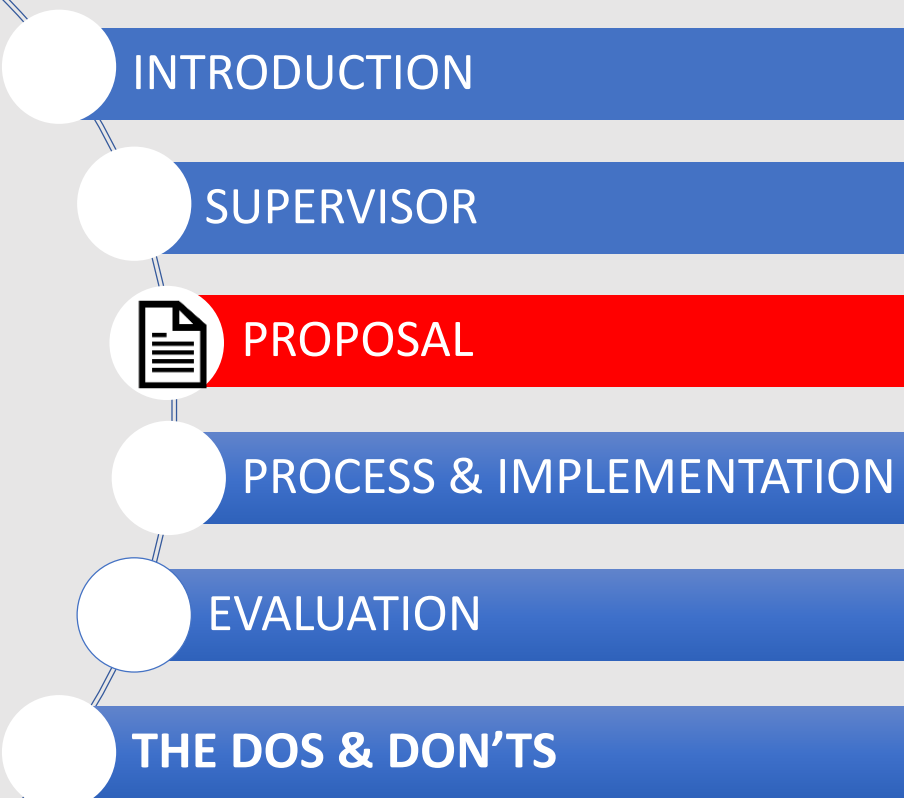
Requirement for games:

Level: 2 level minimum
Lives
Health
Action
Inventory
Time
Data storing: at least txt file to store player mark
Reward/Punished

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Introduction
- Background of the game, Theme, Concept & Idea

Player role
The description of the player's role in the game. Is the player pretending to be someone or something? Is there more than one role? How does the player's role help to define gameplay?

Gameplay
- Goals, How to play, Game mechanics, Rules

Game Flow
A general outline of the game's progress from beginning to end. Some ideas for levels or missions should be included. If the game has a story, there should be a synopsis of the storyline.

Genre
In which genre the game belongs or, if the game is a mix of genres, which features it contains from the different genres to which it belongs? If the game does not fit into any existing genre, an explanation of why not, is required.

Platform
On which machine(s) and operating system(s) will the game run on? This includes details of any special equipment needed/supported (e.g. a camera or VR glasses), and any licenses that the game will utilize. Also, in case of a PC game, the system requirements.
Target Audience
Who would want to play the game?

Game Flow
A general outline of the game's progress from beginning to end. Some ideas for levels or missions should be included. If the game has a story, there should be a synopsis of the storyline.

Game Development Process
Explain all phase involved in your game development.
Phase One: Idea and Concept
Phase Two: Design
Phase Three: Production
Phase Four: Evaluation / Test play

Schedule
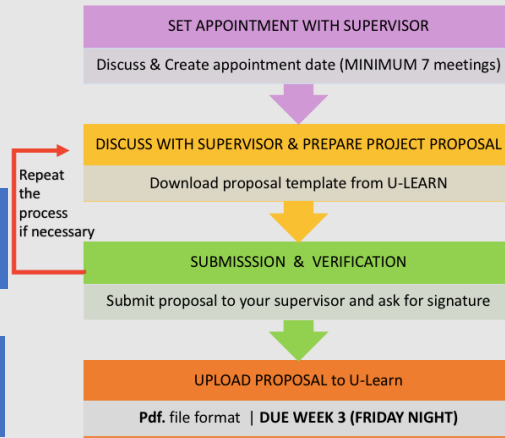Use Gantt chart to explain the planning of the game development schedule.
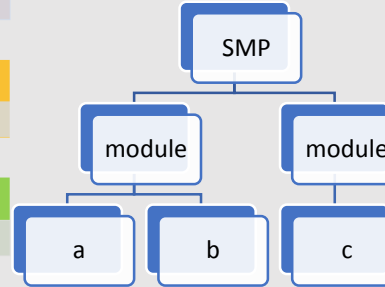
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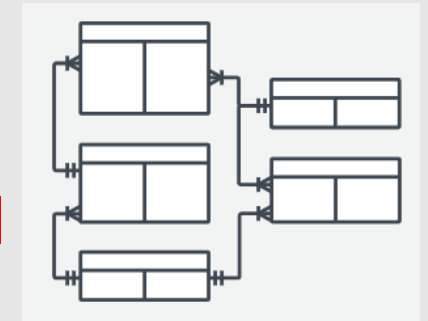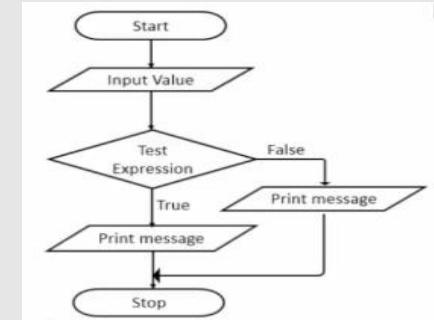
EVALUATION

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Proposal

SET APPOINTMENT WITH SUPERVISOR

Discuss & Create appointment date (MINIMUM 7 meetings)

DISCUSS WITH SUPERVISOR & PREPARE PROJECT PROPOSAL

Download proposal template from U-LEARN

SUBMISSSION & VERIFICATION

Submit proposal to your supervisor and ask for signature

UPLOAD PROPOSAL to U-Learn

Pdf. file format | DUE WEEK 3 (FRIDAY NIGHT)

Repeat the process if necessary

SMP

module

module

a

b

c

Start

Input Value

Test Expression

False

True

Print message

Print message

Stop

Translate design to coding

CODING;

Implementation

Analysis & Design / Game Concept & Design (BITE)

@WEEK	DURATION (WEEK)	% OF IMPLEMENTATION
3-5	3	10%
6-9	3 (excluding midterm break)	40-50%
10-13	4	80-100%

%	EXPECTED OUTCOME
WEEK 3 - 5 PROGRESS 1 10%	• Translate from Flow Chart, IPO Chart, ERD, ➔ Coding • Database **Connection successfully established.** • *For example : Registration and Login module was successfully created. Several functions can can be executed without error.*
WEEK 6 - 9 PROGRESS 2 40-50%	• Half of the Modules was successfully created. • Navigation link provided (for all Interfaces) • CRUD (Create, Read, Update, Delete) Functions • **INTERVIEW !!!**
WEEK 10 - 13 PROGRESS 3 80-100%	• Complex Calculation, Analysis Report Generation.

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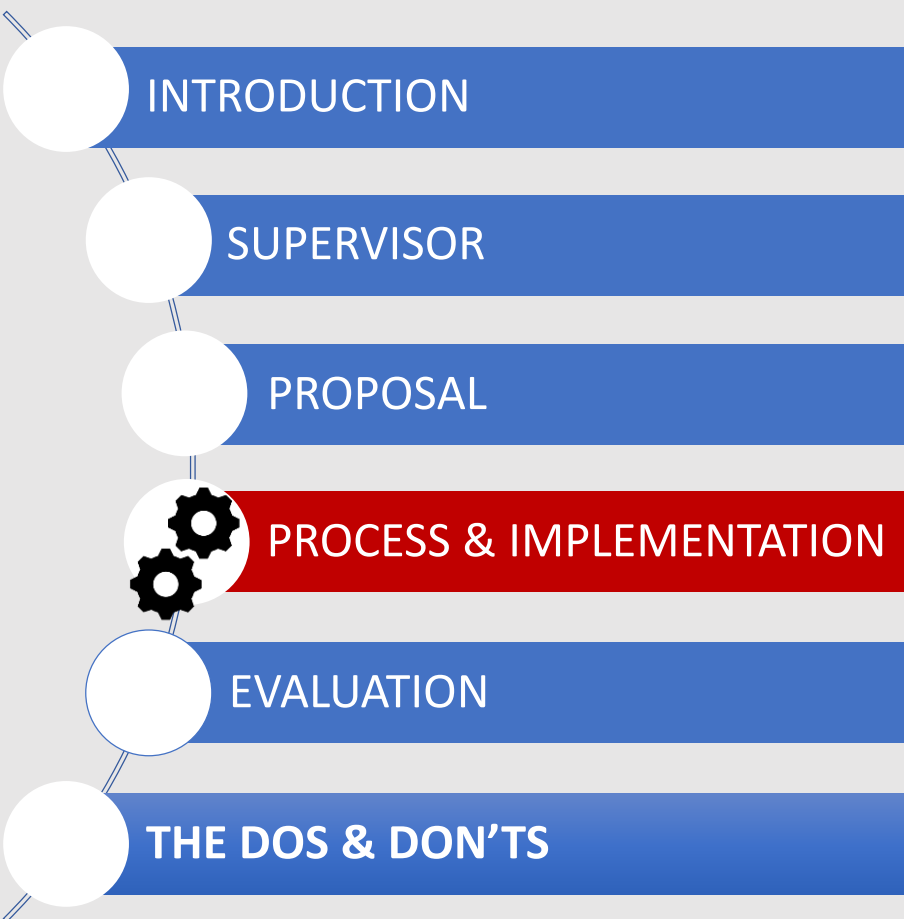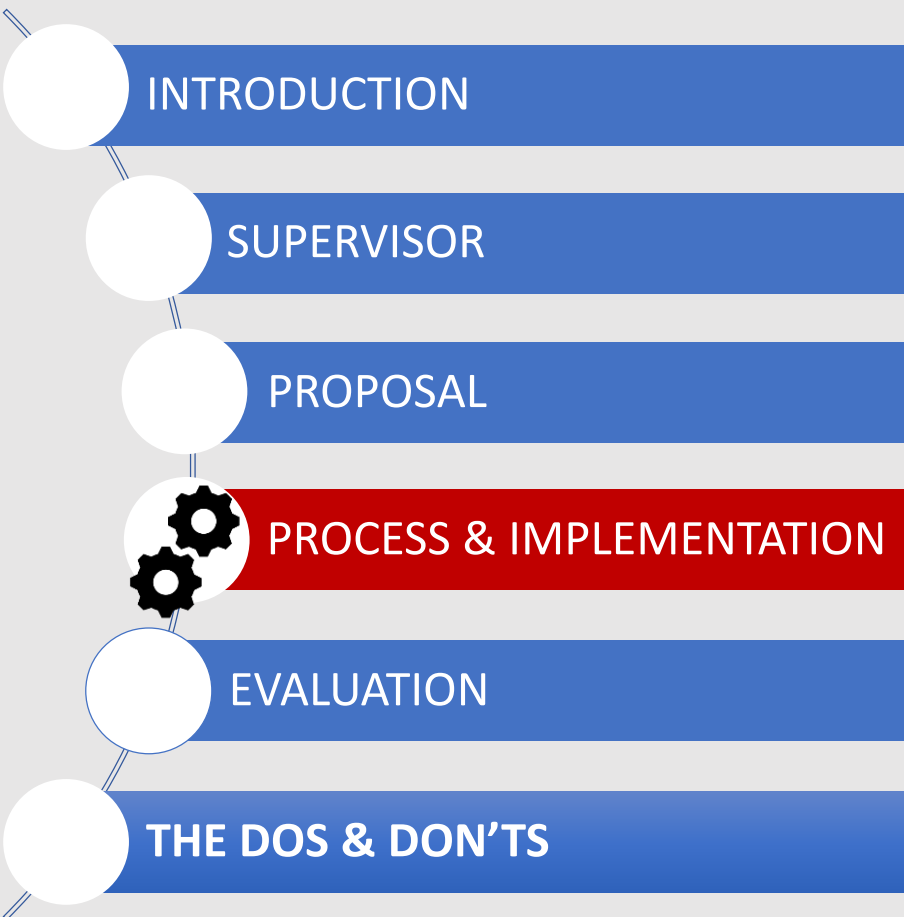PROPOSAL

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Logic of Process

Programming Technique

Error handling

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%	EXPECTED OUTCOME
WEEK 3 - 5 PROGRESS 1 10%	• *Characters in the game was successfully design and created.*
WEEK 6 - 9 PROGRESS 2 40-50%	• Half of the game elements was successfully created. • Navigation link provided (for all Interfaces) • **INTERVIEW !!!**
WEEK 10 -13 PROGRESS 3 80-100%	• Most of the game elements and mechanic was successfully created • Able to save data in txt file.

Withdrawal

IMPORTANT NOTE:

Students are **NOT ENCOURAGED to WITHDRAW** (TD) from Workshop 1 course arbitrarily.

However, if there is a need/strong reason to withdraw from this course, students are **REQUIRED** to inform the academic advisor and the supervisor about the intention, and then make an application in **PRES** system. This is to notify the Workshop 1 committee about your withdrawal.

Next, students are **REQUIRED** to **officially** apply for withdrawal through **SMP** system with approval of the academic advisor. Then, your application will be processed further by the **BPA**.

MyUTeM

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Expectation of System Scope :

The main modules that are required to be built and evaluated in the application or system are:

Logic Programming & Database	Complexities of Calculation	Report Generation & Analysis
Appropriate add, update, delete, select (search) data from database	Number of sale weekly, monthly, price after discount	Suggest to the system

MyUTeM

Always A Pioneer, Always Ahead

Expectation of System Scope :

Game concept

Appropriate game logic, game mechanic and the used of game engine (**excluding** Game Salad and Kodu)

Game design

Appropriate game art consists of game character, environment and concept.

Game implementation

Appropriate game timer, score, collision, control and randomize functions)
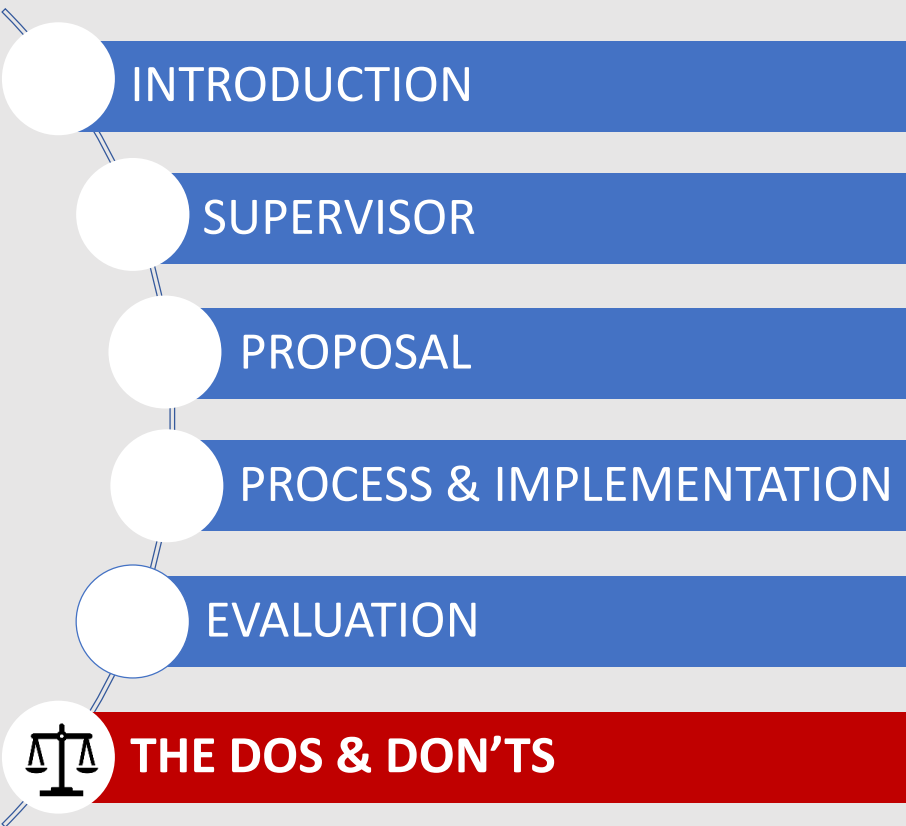
#	EVALUATION	SUPERVISOR (75%)	EVALUATOR (25%)
W1-2	PROPOSAL **(5%)**	5	-
W3	ANALYSIS & DESIGN / GAME CONCEPT & DESIGN (**10%**)	10	-
W4-5	IMPLEMENTATION (10% PROGRESS 1) **(15%)**	15	-
W6-9	IMPLEMENTATION (40-50% PROGRESS 2) **(20%)**	20	-
W10-13	IMPLEMENTATION (80-100% PROGRESS 3) **(15%)**	15	-
W14-15	FINAL PRESENTATION **(30%)**	10	20
W15	REPORT **(5%)**	-	5
	TOTAL MARKS (100%)	75	25
	FINAL MARK	100	
	GRADE	A	

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Important Note :

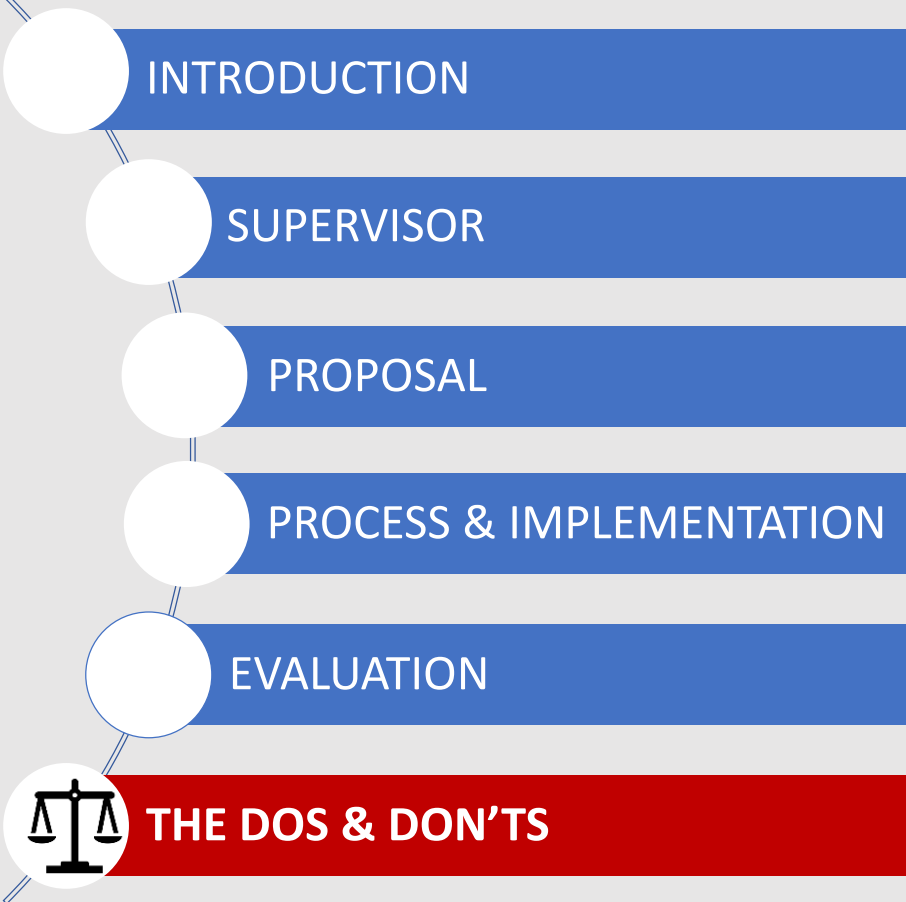|	
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Plagiarism is the practice of taking someone else's work or ideas and passing them off as one's own.

This issue is taken seriously by the Workshop Committee 1, supervisor and evaluator.
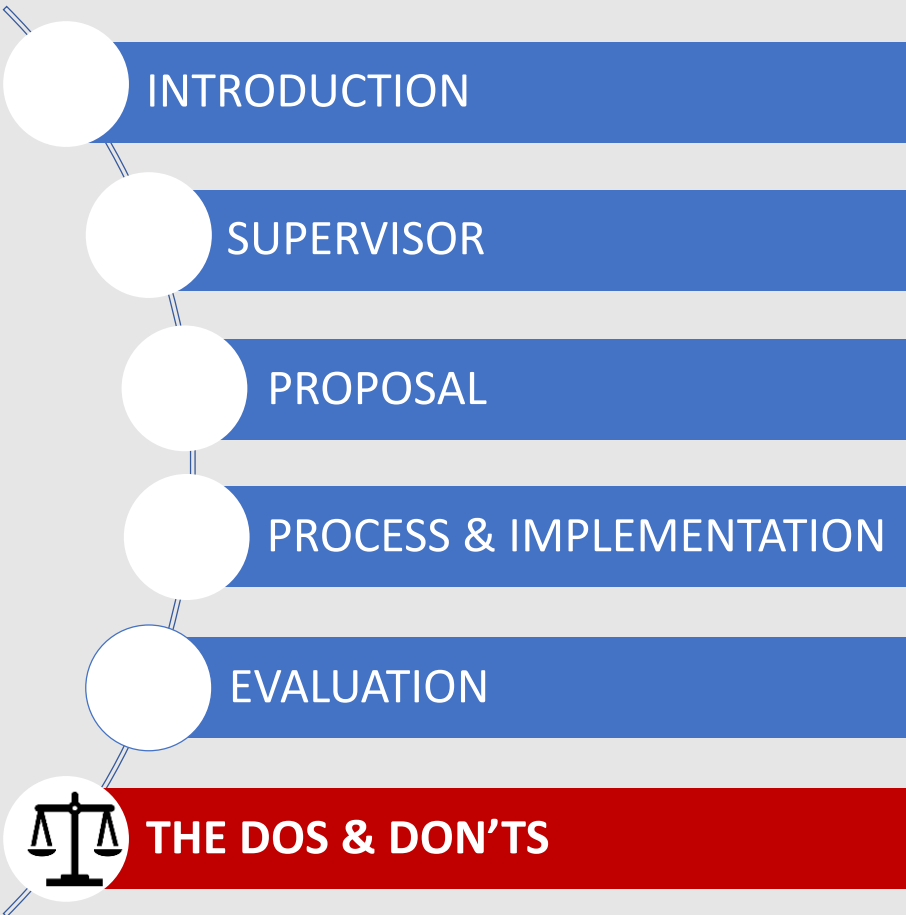
#	Dos & Donts (All except BITE)
1	Student is **compulsory** to develop **only** computerized Information System (e.g.: Shoes Inventory Management System, etc.)
2	Student is **compulsory** to create a database using MySQL/Oracle DBMS with **minimum 3 entities**.
3	Student **is not allowed** to **use flat files**.
4	Student **is limited** to use C++ programming language
5	Student **is not allowed** to re-use any previous project (diploma project/class assignment). Students are required to propose new project.
6	Student **is not allowed** to use any **template** to create system page/interface.
7	**Student can be failed if being caught by disobeying these rules.**

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#	Dos & Don'ts (BITE)
1	Student **is allowed** to **use flat files** to store any data related to your games.
2	Student **is only allowed** to use C++ programming language .
3	Student **is allowed** to use any free asset in their game.
4	Student **is not allowed** to use any free character in the games. Student are required to create their own character/s.
5	Student **is not allowed** to re-use any previous project (diploma project/class assignment). Students are required to propose new project.
6	Student **is not allowed** to use any **template** or **any game builder/ maker/Apps such as Game Salad, Kodu** and etc.
7	**Student can be failed if being caught by disobeying these rules.**

Thank You

MyUTeM

www.utem.edu.my