# VGD – Portfolio Tracking Sheet

This sheet has 3 purposes:

* To provide a way for you to check that all requirements for the assignment have been met
* To help you to assess your performance in each section
* To guide the marking panel to the page(s) in your GDD that demonstrate that you have satisfied the criteria for the grade you’re claiming.

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| D3 - D1 | | | C3– C1 | | B3– B1 | | A4– A1 |
| **Game Design Specification** **(20%)** (outcome 1) | | | | | | | |
| a plan for the game design process that lists the main tasks that will need to be carried out,  the plan must indicate who will be responsible for each stage | | | the milestones should be broken down into smaller tasks,  each task should be allocated to a member of the team | | each task should have an estimate of the time it will take.  Some thought should be given to how to test that a task has been completed | | each task should be broken down to individual jobs, with workable goal times for each,  each job should be allocated to a group member,  each job should have a completion test that determines how successfully it has been completed  the actual time taken should be recorded after completion |
| See GDD Pages: | | |  | |  | |  |
| a clear description of a proposed new game (Concept Document) | | | the concept document should show evidence of review | | the basic idea should show some development and refinement over the course of the design process | |  |
| See GDD Pages: | | |  | |  | |  |
| a written description giving an outline of the most important aspects of the game | | | one aspect of the game should be described in detail | | the description should include detailed explanations of a significant amount of the game content | | the description should cover all significant aspects of the game in detail |
| See GDD Pages: | | |  | |  | |  |
| **Implementation & Control** **(35%)** (outcome 2 & 3) | | | | | | | |
| A basic whitebox of the game implemented, with core game features somewhat functional. | | | Everything previous along with core game features functional and some gameplay. | | the game segment should have something of the feel of the finished game | | the control should show some sophistication and the demo section should approach the functionality of the planned game |
| See GDD Pages: | | |  | |  | |  |
| **Design Library** **(35%)** (outcome 4) | | | | | | | |
| Illustrations demonstrating the core idea’s described in the GDD, some of which must have been produced using relevant software | Everything previous including one area of the design that has been fully implemented i.e. player character model, environment, ect. | | Everything previous including several areas of the design should have be implemented into the game. | | Everything previous including most aspects of the game art has been created and implemented, should visually demonstrate the final look of the planned game. | | |
| See GDD Pages: |  | |  | |  | | |
| **Review** **(10%)** (outcome 1) | | | | | | | |
| A report detailing the contribution of each group member to the production.  and an assessment of the grade each should receive, with reasons | The report should give an outline of where more work needs to be done to improve the description of the idea. | | the report should discuss where modifications to the game idea need to be made | | the report should cover most of the topics listed in the assessment description, in some detail | | |
| See GDD Pages: |  | |  | |  | | |