31262 Introduction to Game Design

Assessment 5: Design & Build a Digital Game (35%)

Due

Softcopies to UTSOnline by 23:59hrs on **3rd June**. Presentations in class in the next week (**Week 11**).

Assignment Objectives

This assignment addresses the following Subject Objectives:

1. Critique games in terms of their function as dynamic systems of formal and dramatic elements in order to create interactive experiences.
2. Apply an iterative player-centric design approach to create computer games.
3. Apply playtesting techniques to evaluate games.

Task

Design a digital game in your assigned group. The total expected time spent in this assignment is 27 hours out of the classroom.

Tools – For this project you have to use the Unity engine (http://unity3d.com) to build your game. There are heaps of documentation, tutorials and communities online for Unity. It is up to you to gather your own resources on making your game, an essential quality for game designers.

Look & Feel –You can use whatever art (visual & audio) assets you can find/gather from the internet as long as you provide a reference to where you got it from, so remember to record the source whenever you download something. Unity also has an extensive Asset Store, and you're free to use any art assets (e.g., sprites and sounds). However, you're not allowed to use assets that aid in your game design (e.g., procedural level design components). Do not get carried away "shopping" in the Asset Store, and spend your time designing the gameplay instead.

Scope – We strongly suggest and expect that your gameplay and art assets to be in 2D. Making and working properly with 3D art assets detracts your attention away from the main learning goal of this subject, i.e., Game Design.

Deliverables

Submit a single zip archive file in the corresponding submission section on UTSOnline for this assignment, in the following naming convention:

<group_name>_ass**<assignment_number>**.zip

For example if your group name is group05 and this is assignment 3, then your zip file will be named group05_ass3.zip in all lowercase.

Within the zip file, there should be only one directory named **<group_name>**, and the directory structure is as follows:

<group_name>\design.pdf – The Design Report with contents as described in the grading section above. Also include a **cover page** that shows your team name, names and ids of your team members, the assignment number, and the URL of the YouTube gameplay video. If applicable, you will need to include a **credits page** at the end to indicate where you have obtained the game assets.

<group_name>\src\ – Your entire cleaned source of your game. This should be the Unity project folder with assets included. Clean your project folders and do not include any extra unnecessary assets or scripts that are not used in the final game. If your source files are too big, contact your tutor for an alternative way to submit your files.

<group_name>\game\ – The executable (windows or mac) for your project (yes move it here). I should be able to double-click and run your game by clicking on the executable file in this directory. Your program should just run, not try to install itself.

<group_name>\screenshot.jpg – A 800x600 jpg screenshot showing an interesting representation of your game.

<group_name>\gameplay.avi (or .mp4) – The gameplay Video with contents as described in the grading section above. Remember to also include the URL of the YouTube version of the video in the **cover page** of your report.

Note for all documents: *Page sizes must be A4. Min font is 12pt Times New Roman, Arial, Calibri, or Cambria single-spaced. Submit in PDF format only.*

Grading

Criteria	Details	Marks
Game Quality	Functional • Able to start playing unaided by anyone	3
	Internally complete • This relates to the number of bugs, loopholes in rules, etc... (e.g. enemies that cannot be killed, a quest with a missing essential item, useless character attributes, etc...)	3
	Balanced • Game objects (weapons, resources, etc) feels too nerfed or overpowering • No dominating strategies of play • Challenge feels appropriate at each level	3
	Fun • Basically feels like one would enjoy playing it. Fun is subjective but we will try to put ourselves in the shoes of the prospective player types you are aiming for (so please be specific about that in your report)	5
	Levels • 1 mark per level awarded. • A max of 5 marks can be earned, though it shouldn't stop you from creating more if necessary. • Each level must offer a substantially different level or type of challenge (e.g., no marks for simply increasing number of enemies, etc)	5
Presentation	Game Pitch • A 5 minutes in-class presentation followed by 5 minutes of questions. • Imagine you are pitching to investors to fund the commercial development of your game.	3
	Gameplay Video (**gameplay.mp4**) • A high-res (720p) video [**max 60 second**] video showing your game. You can use Quicktime Pro, CamStudio, Fraps or some other program for capturing/editing.	3

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	• Additionally, this video must be uploaded to YouTube. It should show all the interesting segments of your game along with either captions/subtitles and/or voiceovers. You can make use of YouTube's captioning system for this. • Tag your video with the words "UTS, Game design, 2015". • Include the URL of the YouTube video **in the cover page** of your Design Report.	

Design Report (**design.pdf**)	Design Diary [**no max pages**]
	• Keep an accurate, well-structured journal of your whole design process.
	• Record all **meetings**
	   o Record the dates, start and end time, people in attendance, and the activities of each design meeting you hold.
	   o Record all ideas generated, explain how they were tested or dismissed, and any decisions made during that meeting.
	• Record all **playtest sessions**
	   o Include both internal and external playtests.
	   o Record the dates, start and end time, player profiles, and the goals of each playtest.
	   o Explain whether each session has affected your game design and how.
		8

	Reflection [**max 1 page**] • Based on your experience, write about what you have learned from your design meetings and what you would do differently as a group next time.	1
	Peer Evaluation [**max 1 page**] • list the roles of each team member • indicate and justify scores for the contributions of each individual member. This is a score of 0 to 5 with 0 being no contribution and 5 being full contribution. This section has to be explicitly agreed by all team members.	1

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As shown above, the group will get an **assigned_mark** out of 35. For each team member, the mark you will eventually get consists of a **group** and an **individual** component.

For the **group** component, you will be assessed as a group according to the above criteria. The component score each team member will get is 50% of the **assigned_mark.**

For the **individual** component, you will be assessed as an individual by your peers in your own group. The component score will be 50% of the **assigned_mark** weighted by your **peer_score/5** from the peer assessments of all team members in your group (including your own). As part of the submission, your group must provide this **peer_score** for each member of the group, based on how much that person has contributed to the assignment (as indicated in **design.pdf** report you have to submit). This has to be included even if all the team members feel there is equal contribution.

Hence, the formula for your **final_mark** is:

final_mark = (0.5 * assigned_mark) + (0.5 * assigned_mark) * peer_score/5

This marking scheme is to motivate every group to distribute their load equally and for everyone to contribute fairly according to the task distributions agreed by the group. This is not to introduce any form of competition within the group internally. Peer scores are also visible to all members to intentionally encourage discussion on individual contributions and to resolve conflicts in a transparent manner. Game development is, more often than not, an intensively collaborative team activity and it is worth spending some time getting your team dynamics right.

The grades will be posted on UTSOnline roughly 2 weeks after submission.

Groups with "problem" members should first try to resolve the issue themselves with open discussions with the member in question. If the issue cannot be resolved internally, report the matter to the respective tutors. The tutors will then decide on whether to remove the "problem" group members. Removed members will then continue the project individually. Again, do try to resolve internal problems within your groups as far as possible before deciding to approach your tutor. Group dynamics is part of what it takes to work in a game studio.

You will also be penalized appropriately if you are missing any of the other submission components, or if you get the naming or structure wrong.

To adhere to strict real-world game production deadlines, late submissions will not be accepted.

Academic Conduct

The solution should be the original work of the members of your team. No collaboration is allowed with any other person. You are not permitted to discuss your solution with, or show it to, any student outside your team. The Faculty penalty for proven and serial misconduct of this nature is zero marks for the subject. Refer to the subject outline for more details of academic conduct.

Special Consideration

Special cases are to be discussed and considered by the subject coordinator. If any student's performance in an assessment item or items has been affected by extenuating or special circumstances beyond his/her control (work problems, family problems, or health problems), then he/she may apply for Special Consideration. Information on how to apply can be found at http://www.sau.uts.edu.au/assessment/consideration/studentportalguide.pdf. If you are requesting an extension of time of one week or less to submit an assignment you should contact your subject coordinator, do not formally apply for special consideration.