

Faculty of Film Art & Creative Technology

DL836 – Y2 Software Project

CA1 – Casual game

CA1 out: Week 12/10/2020

CA1 in: Week 23/11/2020

presentations: Week 30/11/2020

Task:

Create a casual game to run full-screen in a web-browser using the Phaser 3 framework.

Learning Outcomes

- Develop a basic casual game containing:
 - Pre-loader
 - Include the various game-states:
 - Intro
 - Options
 - Game: Level 1(student 1)
 - Help
 - GameOver.
- Animate a single game characters based on Spritesheets
- Design and produce the required game assets. You can use available open source resources and modify them for your own requirements.
- Inclusion of sound, with a user option to mute these in the options.
- Display a running total score in the game and at the gameOver State.
- Store and retrieve highscores as local storage object.
- Additional features and creativity, extra levels, tilemaps, audio sprites, etc.

Process:

Write a Game Design Document that covers the following before starting to code:

- Game Concepts/Objectives:
- Concept Art:
- Sketched Level Design:
- Present these to the class on 22/10/2020 in a brief presentation. Also submit this as a written 2-3 page (minimum) document.

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Production:

Development: While coding you need to test your game on common browser platforms

Project Management: assign task to each team member and schedules. Keep track of which jobs are completed by whom.

Game Play: Check that the game play is engaging and easily playable.

Presentation: The game needs to play full-screen inside the browser without any bars appearing to the top, bottom.

Documentation:

Add the initial Game Design Document submit a project report that describes how different features were implemented (i.e. collision detection or high score)

Create a small screencast (2 minutes max that showcases your casual game). Supplementary materials, such as storyboards, scripts, project-reports etc. need to be converted to pdf **only** and added as an appendix.

You are required to submit a short report, which discusses the design, implementation and testing of the program, including an explanation of how your code achieved the requirements. Describe your project-management processes. This report should be sufficiently detailed to allow developers unfamiliar with the project to continue working and contributing to it.

The report is to be written as a MS Word document formatted using a 12pt font, single line spacing. You must reference all sources of information used using ACM citation. Where use of un-referenced quotations or text from other sources is detected your report will be rejected as it is considered a form of plagiarism. The report is to be submitted as a .pdf file via TurnItIn on Blackboard Learning Management System. TurnItIn is a service that will generate an originality score for your document and helps you monitor if your document contains un-referenced source material.

In the week 30/11/20 you will need to present and demonstrate the game in class. Ensure that you have tested the game-play beforehand.

Submission

The project will be submitted using Github classroom. Further details to this in a separate class. Your code is the major contribution to this CA. The code should be well commented. Your program code should be readable, including proper indentation and spacing. You will need to demonstrate that this is your own work. "Found" or "shared" code is not an acceptable submission and will lead to a fail.

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Assessment Strategy

This assignment will contribute 50% towards your overall assessment mark. The grade for this assignment will be based on the following breakdown:

60% Completed working application-

20% Assignment report

20% For Bonus features and creativity

Assessment Submission Deadline 23:59 - 27/11/2020.

Assignments submitted after this deadline will be deducted 5% per day late (including weekends). Assignments more than 7 days late will not be accepted. If you are late in submitting your assignment for medical or other acceptable reasons, you should submit appropriate documentation from the Faculty office.

You should also seek an appropriate extension of the assessment deadline.

Module Learning Outcomes

LO1	Design, implement, test, debug and document a software application using appropriate tools and techniques at an advanced level.
LO2	Integrate the skills they have learnt in other modules to analyse and solve computing problems.
LO3	Apply the principles of project management to complete a team-based software project.
LO4	Describe and apply the principles and practices of problem solving and creative thinking.
LO5	Understand and apply the innovation and entrepreneurial skills required in the IT industry.

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Student Name 1	
Student Number 1:	

Game Title:	
Concept:	

Checklist	Y/N	Comments
Working application		
• Preloader	<input type="checkbox"/>	
• Help, Intro, Game, GameOver states	<input type="checkbox"/>	
• Spritesheets	<input type="checkbox"/>	
• Sounds	<input type="checkbox"/>	
• Code comment and formatted	<input type="checkbox"/>	
• Highscore demonstrated	<input type="checkbox"/>	
Assignment report		
• Concept Art	<input type="checkbox"/>	
• Game Design Concept	<input type="checkbox"/>	
• Report converted to .PDF	<input type="checkbox"/>	
Creativity		
• Bonus feature 1	<input type="checkbox"/>	
• Bonus feature 2	<input type="checkbox"/>	
Presentation		
• Student presented	<input type="checkbox"/>	
• Screencast produced	<input type="checkbox"/>	
•		

Marking Rubric	LOs	Below Basic	Basic	Proficient	Advanced
Game Development, assets, gameplay, menus	LO1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Technical /Code	LO2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Concept/ Creativity	LO4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Project Management & Documentation, Presentation	LO1, LO3, LO4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Strengths										
Areas for Development & Recommendations										
A	B+	B	B-	C+	C	D	F	NP	Final Grade:	
Lecturer Signature										
Pietra										