Video Game Programming: Exam Instructions

EX

Fabio Buttussi, PhD
Human-Computer Interaction Laboratory
Department of Mathematics, Computer Science, and Physics
University of Udine - Italy

Exam modality: well before the exam

- Fill out the form https://forms.office.com/e/RfRtnJkEnB
- Register for the exam on Esse3 choosing one of the available dates **and** send an e-mail to fabio.buttussi@uniud.it
- Wait for the reply e-mail with the exam project assignment invitation and the game design document template
- Accept the exam assignment on the course GitHub classroom
- Link your GitHub username with your enrollment number (if not done yet)
- Form or join a team of two students or an individual team (the name of the team should be Surname1[-Surname2])
- Clone the repository that will be created for your team
- Design a complete 3D minigame or a set of at least three 3D game levels (plus menu and tutorial), following the theme for the chosen exam date
- Send the game design document to fabio.buttussi@uniud.it at least one month before the exam date
- Develop your game

Exam modality: at least a week before the exam

- Build the game for Windows, Android, or WebGL and test it
- Improve the game considering test results
- Commit and push the final version of the Unity game project to your GitHub repository
- Send the build to fabio.buttussi@uniud.it using a file transfer service
- If you cannot complete your game before the deadline, register for a new exam date on Esse3, send an e-mail to fabio.buttussi@uniud.it, and wait for the new invitation link with the new theme

Exam modality: during the exam

- Present and discuss the proposed game
- Answer questions about theoretical and technical aspects of the course

- The exam will last about 30 minutes for individuals and about one hour for teams of two students

Evaluation table

- The proposed game and its discussion will receive a score between 0 and 24, as reported in the table (adapted from Unity Curricular Framework)
- Answers to theoretical questions will receive a score between 0 and 8
- Optional exercises completed within the deadlines will receive up to 1 extra score each

	[7,8] pts Exceeds Expectations	[4.5,6.5] pts Meets Expectations	[0,4] pts Below Expectations
Technical Proficiency	Project is technically complete, without bugs or errors Extra project elements are implemented, or student has crafted project elements particularly well Student has achieved learning objectives	Project compiles as expected Project elements are present Project achieves learning objective	Project does not compile or has fatal errors Project cannot be played to completion Project does not demonstrate goal or learning objective at all
Technical Familiarity	Student demonstrates a fluid understanding of their process and results Student can identify and offer a plan for resolving bugs in their code or their output	Student demonstrates a basic understanding of their development process Student can identify but not resolve the source of bugs in their code or output	Student cannot answer questions about their process Student cannot answer questions about their results Student can not identify the source of bugs or flaws in the code or the project
Design Sense	Project demonstrates a clear design sensibility Project displays information in thoughtful or especially concise way Project is easy to use	Project takes users into account Project displays information accurately and clearly Project can be used without student input	Project does not demonstrate an awareness of the user Project is not user friendly or has elements that cannot be accessed or understood without student guidance Project communicates information incoherently

Exam dates (and project due dates)

- First exam: 30/01/2024, 9.00 (project due date: 23/01/2024)
- Second exam: 22/02/2024, 9.00 (project due date: 15/02/2024)
- Third exam: TBA (project due date: TBA)
- Fourth exam: TBA (project due date: TBA)
- Fifth exam: TBA (project due date: TBA)

Game themes

- First and second exams: **Inhibitory Control**
- Third exam: **TBA**
- Fourth exam: **TBA**
- Fifth exam: **TBA**