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| **Assessment Coversheet and Feedback Form** | **Faculty of Arts, Design & Media**  School of Media | New Logo Tiny |

Complete the details marked in the **coloured text** and leave everything else blank. Where appropriate, copy and paste your submission after the first pages as indicated. You are reminded of the University regulations on cheating. Except where the assessment is group-based, the final piece of work which is submitted must be your own work. Close similarity between submissions is likely to lead to an investigation for cheating. You must submit a file in an MSWord or equivalent format as tutors will use MSWord to provide feedback including, where appropriate, annotations in the text.

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| **Student Name** | *Theodore Bradley* | **Reasonable Adjustments** | **No** |
| **Student Number** | 22152649 | The Faculty has notified me that I am eligible for a Reasonable Adjustment (including additional time) in relation to the marking of this assessment.  **No** (delete as appropriate)  Please note that action may be taken under the University’s Student Disciplinary Procedure against any student making a false claim for Reasonable Adjustments. | |
| **Course and Year** | BSc (Hons) Video Game Development, 2023/24 |
| **Module Code** | MED4139 |
| **Module Title** | Theory & Practice using Physics Engines |
| **Assessment Title** | Portfolio |
| **Module Tutor(s)** | Mattia Colombo |
| **Link demonstrating gameplay : please paste your OneDrive/YouTube link here** | [SHAREPOINT](https://mailbcuac-my.sharepoint.com/:v:/g/personal/theodore_bradley_mail_bcu_ac_uk/EXnwpiWvvIFCpmZ6BBWv2NsBf8HZpCPUQnWaovjafEUu1A?nav=eyJyZWZlcnJhbEluZm8iOnsicmVmZXJyYWxBcHAiOiJPbmVEcml2ZUZvckJ1c2luZXNzIiwicmVmZXJyYWxBcHBQbGF0Zm9ybSI6IldlYiIsInJlZmVycmFsTW9kZSI6InZpZXciLCJyZWZlcnJhbFZpZXciOiJNeUZpbGVzTGlua0NvcHkifX0&e=kPFLE1) |

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| **First Marker Name:** | **Mattia Colombo** | **Date:** |  |
| **Feedback:** General comments on the quality of the work, its successes and where it could be improved | | | |
|  | | | **Provisional Uncapped Mark** Marks will be capped if this was a late submission or resit assessment and may be moderated up or down by the examination board. |
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| **Feed Forward:** How to apply the feedback to future submissions | | | |
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### Marking Criteria

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|  | **0 – 39%**  **Fail** | **40 – 49%**  **Third** | **50 – 59%**  **2:2** | **60 – 69%**  **2:1** | **70 – 79%**  **First** | **80 – 100%**  **First** |
| Criterion 1  Mark: | Examine real-world physics implementations within games and use an appropriate approach for a game project. | | | | | |
| Incomplete solution to brief.  No functional software demonstrated. | Code produced has significant flaws.  Insufficient evidence of adequate response to technical requirements  brief, insufficient user-led interaction  Fundamentally flawed software artefact resulting in a partially functional application. | Good code work characterised by working software, and sensible implementation.  Sufficient evidence of satisfying the technical brief.  Code demonstrates a good understanding of programming technique. | Very good code work characterised by a competent grasp of the subject, with only minor flaws.  Very good work providing evidence of programming ability to a high level of competency resulting in creative and functional response to challenge / brief and a playable, enjoyable product.  Student demonstrates very good application of key skills and areas of knowledge | Outstanding code work characterised by well-selected use of knowledge and skills demonstrating a breadth and depth of understanding.  Outstanding work providing evidence of programming ability to a high level of competency resulting in creative and functional response to professional challenge and a highly playable, very enjoyable product.  Student demonstrates exceptional application of key skills and areas of knowledge  Work represents a quality near to a professional standard | Highly sophisticated and comprehensive code work characterised by demonstrating a breadth and depth of understanding. The work demonstrates an assured familiarity with professional contexts.  Highly sophisticated work providing evidence of programming ability to a high level of competency resulting in creative and functional response to professional challenge and a highly playable, exceptionally enjoyable product.  Work represents a professional quality |
| Criterion 2  Mark: | Use a programming language to develop an object-oriented software solution which satisfies a physics-based game brief. | | | | | |
| Incomplete solution to brief.  No functional software demonstrated. | Code produced has significant flaws.  Insufficient evidence of adequate response to technical requirements  brief, insufficient user-led interaction  Fundamentally flawed software artefact resulting in a partially functional application. | Good code work characterised by working software, and sensible implementation.  Sufficient evidence of satisfying the technical brief.  Code demonstrates a good understanding of programming technique. | Very good code work characterised by a competent grasp of the subject, with only minor flaws.  Very good work providing evidence of programming ability to a high level of competency resulting in creative and functional response to challenge / brief and a playable, enjoyable product.  Student demonstrates very good application of key skills and areas of knowledge | Outstanding code work characterised by well-selected use of knowledge and skills demonstrating a breadth and depth of understanding.  Outstanding work providing evidence of programming ability to a high level of competency resulting in creative and functional response to professional challenge and a highly playable, very enjoyable product.  Student demonstrates exceptional application of key skills and areas of knowledge  Work represents a quality near to a professional standard | Highly sophisticated and comprehensive code work characterised by demonstrating a breadth and depth of understanding. The work demonstrates an assured familiarity with professional contexts.  Highly sophisticated work providing evidence of programming ability to a high level of competency resulting in creative and functional response to professional challenge and a highly playable, exceptionally enjoyable product.  Work represents a professional quality |