**COMP3567 Game Specification Form Student ID: \_\_\_\_\_\_\_\_\_\_\_\_\_**

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| **Marking Criteria** | **Describe how your game matches the criteria (Description of each item is limited to 50 words)** |
| **Game design matching the ‘Covid-19 Fighter in the UK’ theme (5%)** | |
| Justification of the choice of game type: |  |
| Game story: |  |
| **Core development and implementation (30%)** | |
| Game scene (visual representation [2D, 2.5D or 3D], internal data structure): |  |
| Game flow and how it is designed (e.g., navigation, screen scrolling, levels): |  |
| Game interaction (e.g., action detection and response generation): |  |
| Game object (e.g., use of sprite, 3D objects, animation, multimedia): |  |
| **Game mechanics development and implementation (30%)** | |
| Main game rules / logics to control game progression, difficulty and end game conditions: | Machinations diagram is required for this item on top of the description. |
| Control of game object abilities: | Machinations diagram is required for this item on top of the description. |
| **Good use of game engine (12%)** | |
| Justification of the choice of game engine (pyGame, Unity) in terms of suitability of matching the theme and the expected target audience (game player): |  |
| Types of user input supported (keyboard, mouse, joystick, etc.): |  |
| Types of game object interaction supported (e.g., event triggering, collision detection): |  |
| Other game engine features used (e.g., asset, incorporation of external libraries): |  |
| **Demonstrate creativity (15%)** | |
| Effective use of multimedia content: |  |
| Advanced interaction implemented (e.g., game physics, object tracking, steering behaviour): |  |

**\*Note:** Your work must be done by yourself and comply with the university rules about plagiarism and collusion. (https://www.dur.ac.uk/learningandteaching.handbook/6/2/4/)