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|  | **Faculty of Science, Engineering and Computing**  **School of Computer Science and Mathematics** | |
| **C:\Users\Jarek\AppData\Local\Microsoft\Windows\INetCache\Content.Word\KU_Logo_Blue_CMYK_HR.JPG** | ASSESSMENT COMPENDIUM 2018/19 | rev. 2 – 24/10/18 |
|  | CI7870 GAME DESIGN | |



SET AND MARKED BY: Dr Jarek Francik and Ms Hope Caton

Assessment in CI7870 is a combination of three closely related assignments, worth together 100% of the module marks. It involves several events distributed across the teaching term, aimed at providing support and feedback. The summary tables below give the key assessment points and dates.

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| **Key Dates** | **Date** | **Event** |
| 24 October 2018  31 Oct and 7 Nov 2018  7 November 2018  21 November 2018  28 November 2018  16 January 2019  30 January 2019  20 February 2019 | Coursework set date  Q&A sessions (with Hope and Jarek)  The latest date to start your Individual Blog and submit the URL  Interim Project Pitch & Formative Feedback Session  Coursework 1-to-1 Sessions (individual feedback)  In-Class Pitch Session (marked)  Game Design Submission Deadline (marked)  Your marks & feedback will be published in Canvas |

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| **Summary of Deliverables** | **Name** | **Weight** | **Date due** | **Comments** |
| Interim Project Pitch  Project  Presentation  (In-Class Pitch)  Game Design  Document (GDD)  Final Prototype:  – Individual Blog  – Written Report  – Prototype and  other artefacts | 0%  15%  35%  50%  (10%)  (15%)  (25%) | 21/11/18  16/01/19  30/01/19  30/01/19 | An early game pitch delivered in-class. Formative feedback will be given, no marks.  Formal Game Pitch – marked on the same day. Last opportunity to get markers’ feedback before the final submission.  This should follow the Ten-Pager Design Document format – as described in Appendix 1.  This assessment includes three deliverables:  Individual blog should be updated on at least  weekly basis throughout the term.  **URL to be submitted by 7/11/18.**  Summary of any research performed, discussion of your rationale and project evaluation.  A clickable prototype or rudimentary implementation, possibly supplemented by a variety of other artefacts of your choice to inform and extend your GDD. |

Aim

The aim of this coursework is for you to demonstrate knowledge and understanding of game design processes and to apply them on a specific game design of your choice.

The Brief

Your task is to design a game of your choice, using your creativity and the knowledge acquired in the module on the game design processes and techniques.

While the platform, genre, topic or size of the game are all up to your decision, it is recommended that your design is elaborate, and the game extensive. Multi-level games, with intriguing gameplay, engaging story, interesting characters, non-trivial game worlds and sophisticated mechanics are good to demonstrate your skills and creativity – and in effect to attract good marks. Simpler, casual games can also be accepted, but such projects will be required to be elaborated to a significantly more detailed level, or perhaps include a good quality working prototype. If in doubt, discuss your project with the markers at an early stage.

Specification of the Deliverables

**Interim Project Pitch (formative only)**

This is an early opportunity to pitch your game design in a special session held within the regular timetabled class (check the Key Dates on page 1 for the exact date). You will be presenting your project to the audience consisting of your markers and other class members. Maximum presentation time is 10 minutes. You can use any presentation technique. A PC and a multimedia projector will be to your disposal, you can also bring your own laptop and any supporting materials such as posters etc. Your project will be discussed and you are expected to handle questions. You will receive formative feedback on the spot, but no marks.

**Project Presentation (In-Class Pitch) – Final (15%)**

This is the final Game Pitch event held outside the regular teaching blocks (check the Key Dates on page 1 for the exact date). The form of presentation and available equipment will be the same as in the Interim Pitch, but this time you are expected to demonstrate your nearly finished design, with all necessary artefacts, and you will be formally marked. The presentation time is up to 15 minutes. After your presentation, you will receive feedback that can be used to polish your design documents before the final submission.

**Game Design Document (35%)**

The Game Design Document should be based on the *Ten-Pager Design Document* format as explained in Appendix 1.

**Individual Blog (10%)**

You are expected to create your personal game design blog which will be used to report on your progress throughout the game design process – at least on a weekly basis, starting not later than two weeks from the project inception. You are encouraged to use this blog to discuss any other game-related topics and in particular, any games, books and websites that inspire you. If you are already running a blog, you are encouraged to use it under the condition you will publish on the design progress.

**Written Report (15%)**

This report should summarise your research, the rationale for the game design and formative evaluation of your project. In particular, it should describe:

* Rationale: how and why you came about the idea for the game you wanted to design – what were your aims.
* The games which influenced the design. Compare and contrast with existing games on the market.
* The evolution of the game design from initial idea to the finished concept.
* Conclusion: Critique of the development process. Reflection on achieved results.
* References

You are encouraged to explore the game design landscape, including by searching the Internet, to find relevant components and paradigms you would like to incorporate into your own game design. However, they must be appropriately cited in your report.

**Prototype and other artefacts (25%)**

Your Game Design Document should be informed and extended by, typically, a game prototype, and possibly by other artefacts. You can decide to use a game development tool, such as Unity or Unreal, to create a working prototype (rudimentary implementation or proof of concept are usually sufficient for a design project). If you prefer to avoid programming, you can use prototyping tools such as InVision or Figma to create a “clickable prototype”, which may still be a very powerful illustrative tool. The prototype may be accompanied by additional artefacts such as artwork, storyboards, sketches and diagrams to better describe your idea, the mechanics or aesthetics of the game, or the way you envisage the game to be played. It is also recommended that you present your design using video footage, for example in an animated form which would readily project the values of your design to wider audiences including the external and industry examiners. In exceptional cases, you can deliver elaborate artefacts *in place* of the game prototype. For example, an extensive and detailed storyboard may better describe a story-driven game than a partially implemented prototype. On the other hand, such a storyboard should be easy to convert into a “clickable prototype”. It is strongly recommended that you discuss your planned deliverables with your marker.

It is important that the Game Design Document and the Body of Work (prototype and any accompanying artefacts) are coherent and consistent. They are not marked separately – any artefact will not be taken into consideration unless it is a logical consequence of your design. The prototype and artefacts serve a strictly illustrative role – and a clear link between them and your design is essential.

Learning Outcomes

The following learning outcomes are assessed through the deliverables of this assignment:

* To apply game theory to practice in such a way as to confidently inform design decision-making processes – through the Design Project.
* To develop and carry out effective and appropriate research and testing methodologies in relation to practice – through the Written Report and Design Project.
* Use new and existing technologies to enhance the communication of design processes and resolutions – through the Individual Blog, In-class Pitches and Design Project.
* Identify, analyse and critically reflect on game design practices and processes in such a way as to enable the evaluation of career opportunities and individual direction within the gaming industries globally – through the Individual Blog and Written Report.

Portfolio

The work that you carry out as part of this module will form part of your games portfolio which you will need to show to prospective employers. You are encouraged to create an account at <https://ep.kingston.ac.uk/> and upload examples of your work.

Feedback and Getting Help

There are several scheduled feedback sessions during the teaching term (see the Key Dates on page 1). There will be short Q&A sessions with the key markers. The Interim Project Pitch will make an important opportunity to receive valuable feedback based on your presentation. This will be followed with a longer individual 1-to-1 session in which you will receive feedback on the content of your planned submission to improve its quality. The final Project Presentation will be one more chance to receive last-minute feedback and amend your design just two weeks before the final submission.

For help with your assignment, you should contact the module team. Contact hours/email details of staff involved are in the module guide. You may also find inspiration for your game by attending the inKUbator sessions on Wednesday afternoons from 1:00.

Submission Mode

* **Interim Project Pitch** and **Project Presentation** are in-class presentations. While you are encouraged to bring whatever artefacts you would consider applicable, you are not supposed to leave any of them with us. *These sessions may be video-recorded*.
* **Individual Blog**: The URL of the blog should be e-mailed to [jarek@kingston.ac.uk](mailto:jarek@kingston.ac.uk) within the date specified.
* **Written Report** and **Game Design Document**: Electronic submission – a link will be made available before the submission deadline.
* **Prototype and other artefacts:** Whenever possible and applicable, work should be submitted electronically – even through Canvas, or by file-sharing in Box. You are also encouraged to utilise public services such as YouTube or Vimeo to publish your video material. Physical media such as USB sticks or CD/DVD will not be accepted. In justified circumstances we can accept physical artefacts, such as models, pop-ups, figurines or other objects of art that are difficult or impossible to scan.

Marking Scheme

See Appendix 2.

Frequently Asked Questions

**Q: Many small and simple games were actually quite successful. Why should my game be extensive and complicated?**

**A:** Simple does not mean bad – but simpler projects may hardly have space for a full-time game designer. They might be better to demonstrate your skills as a developer but not necessarily a designer. You need a more elaborate game design to showcase your skills in various aspects and areas of game design. In case of a smaller game, your design needs to be elaborated to a very detailed level – to compensate for the lower complexity of the game.

**Q: Ten-Pager Game Design Document, does this mean it must be exactly 10 pages long?**

**A:** 10 pages make it a good read, and the proposed format of the content is generally well worth of following, but some modifications are absolutely acceptable – if justified. A few pages less or few pages more will hardly do much difference.

**Q: How good should the prototype be to receive a good mark?**

**A:** Game programming is not what we expect in this assessment. Any prototyping should be considered as an illustration of your game design, not doing the programmer’s job. So make good assumptions about what aspect of the design should be illustrated by the prototype and keep it simple. Best prototypes not only inform about your design concept but also provide a test platform – for example of its playability. Remember – a prototype of a poorly designed game will not attract good marks, even if it is technically well done.

**Q: I would like to develop a prototype but I don’t know how to program.**

**A:** Programming is not part of this module, and we will not teach you how to program (you can acquire some elements of programming in other classes). If you are interested in learning some game development, please contact the module team – we can help by providing you with good quality resources to learn independently. There are also ways to deliver prototypes that do not require programming skills – such as paper or clickable prototypes (check Canvas materials for some ideas).

**Q: I can design good quality game art/animation sequences/character rigging. Does it make a good artefact for the submission?**

**A:** You are a game designer – this is a different job than an art or animation designer. While it will be beneficial to illustrate your concept with quality original drawings, pieces of game art, or animated mock-ups or prototypes, the priority must be to present the design of the whole game. Be careful not to lose on the solid overall picture of your game design just because you spend too much time polishing the details.

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| **Plagiarism** is a serious academic offence and will always be challenged where it is suspected. When submitting work for assessment ensure it is your own and not someone else’s code, ideas, words and images. You must declare that the task submitted for assessment is your own independent work and that all sources used in the submission are referenced. To find out more about referencing and plagiarism, go to http://bit.ly/kuplagiarism. |

Appendix 1: The Ten-Pager Game Design Document

**Page 1: Title Page**

Your title page should have the following items:

* Game title
* Intended game systems (e.g. PC, consoles, mobile, VR)
* Target age of players
* Intended PEGI or ESRB rating
* A placeholder logo for your game

**Page 2: Game Outline**

Your game outline should include the following two elements:

* Game story summary. A few paragraphs long. Tell the beginning, middle and end. You can have a longer version of the story, but here keep it short.
* Game flow: Briefly describe the flow of the game’s action in the context of the locations the players will find themselves in. Consider your game as a game of progression or a game of emergence.

Point out any special gameplay that may occur. You may answer the following questions:

* What are the challenges players encounter and the methods by which they can overcome them?
* How does the progression/reward system work? How do players grow as the challenges increase?
* How does the gameplay tie into the story? Do players encounter puzzles that grant access to new areas when solved? Do players have to fight bosses that bar their progression?
* What is the victory condition for the players? Save the universe? Kill all the enemies? Collect 100 stars? All of the above?

**Page 3: Character**

Age, sex, and other background material. What does your character look like? What is their backstory? How does (s)he respond to the challenges of the game? What is his/her personality type?

How does this information relate back to the gameplay? Does the character have signature moves?

**Page 4: Gameplay**

Detail how the sequence of play is presented. Are there multiple story chapters. Is your game divided into levels or rounds? Does it have any cool scenarios? Are there any minigames. If your game utilizes touch or motion controls, use descriptive words like “move”, “tap”, “swipe” or “pinch” to give readers a good idea of how they will be playing the game.

Go into detail of any platform-specific features. What game features capitalize on the platform’s hardware? Does it use a camera or motion controller? Is it multiplayer? Is it split screen?

**Page 5: Game World**

Present some images and descriptions of the game world. List all the environments mentioned in the story. Provide short descriptions that outline what players will find there. How do these locations tie into your story? What mood is being invoked in each world? What music will be used? How are all the locations connected within the game world as well as for the players? Include a simple map or flowchart diagram to show how players would navigate the world.

**Page 6: Game Experience**

Describe overall feeling of the game. What do players first see when they start the game? What emotions or moods are meant to be involved in the game? Humorous? Horrific? Thrilling? Hardcore? Foreboding? Sexy? How is your game going to be presented to the players from the beginning of your product. Look at DVD movie menus and packaging as inspiration.

Include description of any minigames and how to play them. Does your game have an additional play mode such as driving, flying or swimming? Describe that mode. Does your game have a variant play style like “plant vs zombies” bowling minigame? Describe it. If your gameplay has anything that will get readers excited about your gameplay, make sure to describe it. Do you have any cutscenes? How will they be used to tell your story? How will they be presented to players? Describe the method by which they will be created. Describe when players will be seeing these – during the game, at the headers and footers of levels, and so on. Make sure to mention any attract mode movies too.

**Page 7: Gameplay Mechanics**

First, mechanics and hazards.

A mechanic is an item or element that players interact with to create or aid with gameplay. E.g. moving platforms, opening doors, rope swings, slippery ice.

Hazards: electrified platforms, spike pits, swinging blades, jets of flame.

What kind of unique mechanics are there in the game? How do they relate to the players’ actions? How will they be used in the environment?

Do you have any **power-ups**, **collectables**, an **economy system**?

**Page 8: Enemies**

If a hazard uses artificial intelligence it qualifies as an enemy character. What enemies are in the game world? What makes them unique? How do players overcome them?

Do you have any **boss characters**? Who are they? What environments do they appear in? How does the player defeat them? What does the player earn for defeating them?

**Page 9: Multiplayer and bonus materials**

Mention any bonus materials, unlockables and achievements that will encourage players to replay the game. Provide examples of this content. What is the players’ incentive to play your game again? How will achievements be awarded? Will it use an in-game system, or will it be supported by an external system like Xbox Live or Game Center?

Does your game offer multiplayer capability? For how many players? Will the multiplayer capability offer gameplay that the standard game doesn’t support? Can players create and share their own content? Maps?

**Page 10: Monetization**

What are players buying for their money? Time? Power? Customization? Describe how your game will use monetization. Many games utilize an in-game store where players can pay to download virtual content. How does the in-game store link into the game experience? What can players buy, how can they but it? How does the proxy currency work?

**Credits and References**

This format is based on “Level Up! The Guide to Great Video Game Design” by Scott Rogers. Check page 73 of the book for more details.

Feel free to apply your own modifications to this plan, if they are consistent and justified.

Keep the content highly visual!

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| **Deliverable** | **Distinction** **70-100** | **Merit** **60-69** | **Pass** **50-59** | **Fail** **below 50 marks** |
| **Project Presentation** **15%** | Very well prepared, clear and engaging presentation made with excellent use of a variety communication means. Poses challenging design problems and provides excellent solutions. | Well prepared, good quality presentation with proper use of communication means and possibly minor glitches. Well defined problems and solutions. | Satisfactory quality presentation with use of communication means leaving significant area for improvements. Fairly well defined problems and solutions. | Insufficient preparation, improper use of communication means, trivial problems posed and unsatisfactory solutions. |
| **Game Design Document 35%** | Original game design demonstrating creativity and excellent skills in all major areas of game design. The document very well presented and clear, providing consistent and complete information on the design. | Good game design – but somewhat lacking in originality or creativeness; still demonstrating good skills in major areas of game design. The document may contain minor omissions or glitches but is generally well-presented an informative. | The game concept rather predictable (but not trivial), demonstrating some good skills in selected areas of game design. The document leaves area for improvement but is generally informative. | A trivial or insufficiently developed game concept and design fail to provide evidence for sufficient skills in major areas of game design. The document not sufficiently informative and illustrative to drive the game development process. |
| **Individual Blog** **10%** | Frequently updated content, reflecting the design progress in coherent way, providing insightful information on the game design. | Frequently updated content, reflecting the design progress with few omissions, providing good information on the game design. | Irregularly updated content, but still providing some information on the design progress. | Erratic updates fail to provide sufficient information on the design progress or entire content updated soon before the submission deadline. |
| **Written Report** **15%** | Insightful, competent presentation with in-depth analysis of all major topics, written in clear and scholarly style with irreproachable referencing. | Good presentation and analysis in all or most major topics, some topics lack in depth; written in a clear style and generally good referencing but with some glitches. | Most major topics covered, but analysis lacks in depth; style is not entirely clear. References present but not always correct. | Some of the major topics are missing; analysis is shallow or insignificant; style is poor and referencing not present. |
| **Prototype  and other  artefacts 25%** | The prototype (and/or additional artefacts) coherently informs and thoroughly extends the game design. | The prototype (and/or additional artefacts) coherently informs the game design but does not necessarily extend the GDD information. | The prototype (and/or additional artefacts) informs the game design but there are minor inconsistencies with the GDD content. | The prototype is missing, or poorly informs the design, or there are significant discrepancies between the prototype and the GDD. |

Appendix 2: Marking Scheme