**ASSESSMENT 1**

**Submission Date**

**Monday 23rd January 2017 12:00 pm NOON**

**Non Digital Game 50%**

This assignment will require the student to produce a simple game from the challenge list below. Students will submit the finished game with full play instructions and a document of around 1500 words *that draws on the academic vocabulary of games design and itemises the play testing and iteration of the game with accompanying screenshots etc for clarification.*

**CHALLENGE**

* **You are tasked with coming up with a prototype of one of the 3 design challenges we have undertaken this semester:-**
* **A non digital version of a simple digital game**
* **A game of emergence possibly featuring an internal economy**
* **An RPG game that can be completed in 30 minutes**
* **The game can take any form and be for any number of players, including solo.**
* **The game should last no longer than 30 minutes in total.**
* **The game rules should be no more than 2 A4 sides (including accompanying diagrams)**
* **All game Pieces and Board should fit into a maximum size of an A4 BOX FOLDER**

<http://www.amazon.co.uk/Star-Spring-Catch-Foolscap-Effect/dp/B000SHT86W/ref=sr_1_2?ie=UTF8&qid=1442416841&sr=8-2&keywords=a4+box+folder>

**Deliverable.**

* Non digital card / board etc prototype of the game in question, including all elements to successfully play the game.
* Written rules that describe the play of the game.
* Document to include details on mechanics, play tests and iterations.
* Document **must** include a bibliography.

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| **NAME**: |

**Grading Criteria:**

1st Marker

2nd Marker

**Grade 3**

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| Documentation is poorly presented and or lacks clarity and engagement with core readings. |  | |  | |
| Game is poorly presented and / or rule set lacks clarity |  | |  | |
| Limited relationship evident between playtesting and game iterations |  | |  | |
| Appropriate terminology sparsely applied |  | |  | |
| Core mechanic is present |  | |  | |
| **Grade 2:2: as per 3 but additionally** | | |  |
| Documentation is for the most part clearly presented and shows engagement with core readings. | |  |  | |
| Game is clearly presented and rule set means game is playable – with some minor errors | |  |  | |
| clear relationship evident between playtesting and game iterations | |  |  | |
| Appropriate terminology applied with some inconsistencies | |  |  | |
| Core mechanic is present and fits the theme of the game | |  |  | |
| **Grade 2:1: as per 2:2 but additionally** | | |  | |
| Excellent presentation of documentation and game parts | |  |  | |
| Core mechanic produces enjoyable outcome in game | |  |  | |
| **Grade 1: as per 2:1 but additionally** | |  | | |
| Clear relationship between game iterations and playtesting identified in the documentation | |  |  | |
| Excellent use of appropriate terminology throughout | |  |  | |

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| **1st / 2nd Marker Recommended Assignment Grade:** |  |  |
| **AGREED ASSIGNMENT GRADE :** |  | |
| **FEEDBACK.** | | |