AGM632 – SUMMATIVE

Laikin Barnard 6955

Fac	ulty of Information Tecl	nnology			
	SUBJECT NAME: Advanced Game Modeling SUBJECT CODE: AGM632				
I declare that I am familiar with, and will abide to the Examination rules of CTU	Summative Assessment	Examiner: Moderator:			
	Duration:				
	Date : 18-11-2022				
	Total Marks:				
	Total pages:				
L.K.B Signature	Student number				
	6 9 5 5				
	Surname:	Initials:			
	Barnard	L .K. B	/	%	

Contents	
Faculty of Information Technology	1
Questions:	3
Answers:	4
Game Jam Registration:	4
Game Jam Submission:	
Game Development Process:	6
Research Requirements:	6
Skills Used and Learnt:	6
Overall Experience:	
Conclusion:	
Completed Declaration of Authenticity	

Questions:

Details:

- Students need to register for SA Game Jam 2022 via
 - o https://itch.io/jam/0h-game-jam-2022 (Links to an external site.)
- Students to enter as solo participants
- Students will develop a game for the game jam based on the theme that becomes available on the October 28th 2022 at 12:00 AM to November 7th 2022 at 1:00 AM
- Students will submit their game on itch.io and COLCampus.
- COLCampus submission to be accompanied by a presentation and a screen recording to showcase how the game is working.
- Presentation should cover the following topics:
 - Game Development process
 - Research required
 - Skills used
 - Skills learnt
 - Overall experience
- Presentation to be presented at post-summative session on 26thOctober to facilitator and HOP.

Marking Rubric:

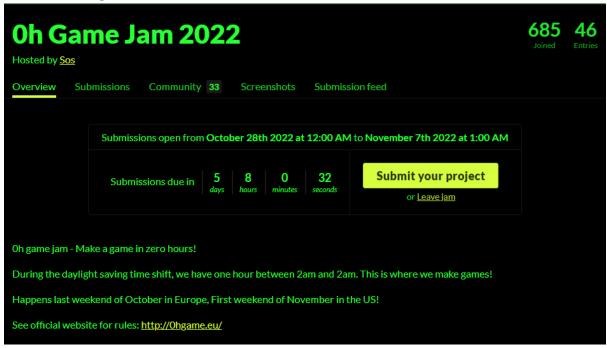
Summative out of 100

- 20 marks for participation
- 20 marks for completed game
- 10 minutes video that showcases how the game works
- 50 marks for presentation
 - o 10 marks for game dev process
 - o 10 marks for research requirements
 - o 10 marks for skills used and learnt
 - o 10 marks for overall experience
 - o 10 marks for presentation delivery (intro, body, summary, and conclusion)

Good luck! We're looking forward to discovering what you create!

Answers:

Game Jam Registration:

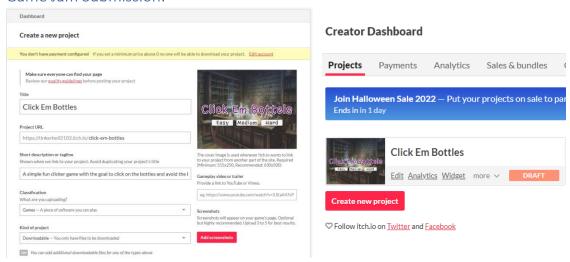


Game Jams You've Joined

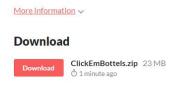
Looking for a easy to way to see in progress and upcoming jams? Check out the <u>Jam Calendar</u>. Don't see a jam? Check your <u>Jam Dashboard</u> to see everything.



Game Jam Submission:



Click Em Bottles







Game Development Process:

- The process starts as every Game project should, with a concept Idea,
- Followed by the research,
- Finding assets or creating your own,
- Starting the Project,
- And finally completing the game.

Research Requirements:

- When starting to design a game there are some things you need to keep in mind and do some research on, in my case the following:
 - Interest in clicker games
 - o A fun theme
 - Assets that fit the theme
 - o Code documentation that will allow the game to be built smoothly
 - o Unity Documentation to resolve bugs

Skills Used and Learnt:

- The Skills I've used during the creation of this simple Game are:
 - Use of Common Logic Structures
 - Use of different data types
 - Use of methods and functions
 - Debugging and fixing compiler errors
- Skills I've learnt during the creation of this Game:
 - Code that utilizes APIs
 - Code that affects and edits the games UI

Overall Experience:

Overall, this was a fun project to create and has potential to grow into a more advanced game with more obstacles. Learning and dealing with errors while making sure the game remains fun and enjoyable made it a fun challenge.

Conclusion:

In Conclusion, Click Em Bottles was a fun experience, that not only allowed me to create fun, challenging yet simple game. It gave me a chance to learn more and experiment with different coding styles and teach myself some new elements for future games.

Completed Declaration of Authentic	city				
I <u>Laikin Kelly Barnard</u>	hereby	_ hereby			
(FULL NAME)					
declare that the contents of this assignment	is entirely my				
own work except for the following documents: (List the documents and page numbers of work in					
this portfolio that were generated in a group)					
Activity		Date			
AGM632 Summative		18-11-2022			
Signature: <u>L.K.B</u> Date: <u>18-11-2022</u>					