



AGM632 – SUMMATIVE

Laikin Barnard 6955

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

Contents

Faculty of Information Technology	1
Questions:	3
Answers:.....	4
Game Jam Registration:	4
Game Jam Submission:	5
Game Development Process:.....	6
Research Requirements:	6
Skills Used and Learnt:	6
Overall Experience:	6
Conclusion:.....	6
Completed Declaration of Authenticity	7

Questions:

Details:

- Students need to register for SA Game Jam 2022 via
 - <https://itch.io/jam/Oh-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 26th October 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
 - 10 marks for game dev process
 - 10 marks for research requirements
 - 10 marks for skills used and learnt
 - 10 marks for overall experience
 - 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:

0h Game Jam 2022

Hosted by [Sos](#)

[Overview](#) [Submissions](#) [Community](#) **33** [Screenshots](#) [Submission feed](#)

Submissions open from **October 28th 2022 at 12:00 AM** to **November 7th 2022 at 1:00 AM**

Submissions due in

5 days

8 hours

0 minutes

32 seconds

[Submit your project](#)
or [Leave jam](#)

0h game jam - Make a game in zero hours!

During the daylight saving time shift, we have one hour between 2am and 2am. This is where we make games!


Happens last weekend of October in Europe, First weekend of November in the US!

See official website for rules: <http://Ohgame.eu/>

Game Jams You've Joined

Looking for a easy to way to see in progress and upcoming jams? Check out the [Jam Calendar](#).

Don't see a jam? Check your [Jam Dashboard](#) to see everything.



0h Game Jam 2022

Hosted by [Sos](#)

Submission closes in 5 days

685 joined **44** submissions

FEATURED

Game Jam Submission:

Dashboard

Create a new project

You don't have payment configured. If you set a minimum price above 0 no one will be able to download your project. [Edit account](#)

Make sure everyone can find your page

Review our [publishing guidelines](#) before posting your project.

Title

Click Em Bottles

Project URL

<https://tinkerbell12102.itch.io/click-em-bottles>

Short description or tagline

Shown when we link to your project. Avoid duplicating your project's title

A simple fun clicker game with the goal to click on the bottles and avoid the bombs

Classification

What are you uploading?


Games — A piece of software you can play

Kind of project

Downloadable — You only have files to be downloaded

128x

You can add additional downloadable files for any of the types above



Click Em Bottles

Easy Medium Hard

The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

Gameplay video or trailer

Provide a link to YouTube or Vimeo.

eg. <https://www.youtube.com/watch?v=5JEaA47p>

Screenshots

Screenshots will appear on your game's page. Optional but highly recommended. Upload 2 to 5 for best results.

Add screenshots

Click Em Bottles

[More information](#) ▾

Download

Download

ClickEmBottles.zip 23 MB
🕒 1 minute ago

Creator Dashboard

Projects

Payments

Analytics

Sales & bundles

Join Halloween Sale 2022 — Put your projects on sale to pay less!
Ends in 1 day

Click Em Bottles

Edit

Analytics

Widget

more ▾

DRAFT

Create new project

Follow itch.io on [Twitter](#) and [Facebook](#)

Submit game

Click Em Bottles

[game url]<https://tinkerbell12102.itch.io/click-em-bottles>

Choose File [Clickem.png](#)

Screenshot max 50kb

Tinkerbell12102

A simple fun clicker game with the goal to click on the bottles and avoid the bombs

Submit!

Please don't hack!
by submitting you agree to [gdpr shit](#)

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
 - A fun theme
 - Assets that fit the theme
 - Code documentation that will allow the game to be built smoothly
 - 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 Authenticity

I Laikin Kelly Barnard hereby

(FULL NAME)

declare that the contents of this assignment AGM632 Summative 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
<u>AGM632 Summative</u>	<u>18-11-2022</u>

Signature: L.K.B Date: 18-11-2022