**DESIGN METHODS: ASSIGNMENT 2**

SUBMISSION DATE:

FRIDAY 5th MAY 2017

**BRIEF**

Students are required to create and evaluate a style guide, detailing the core components that constitute their unique personal vision for a thirty-minute narrative-driven interactive experience.

Component 1:

Referencing the topics addressed during the semester, students will design a thirty-minute interactive experience as a standalone side mission/quest which would exist as a part of an imagined single-player larger game. This may be a first or third person experience.

This mission/quest should be constructed upon a complete narrative arc that plays out across a single immersive virtual setting, and must include a single protagonist and a single opponent. Other characters are optional. The complete narrative arc must be linear (i.e. it should not branch). It must be structured upon the anticipation and delivery of an unexpected but inevitable denouement. The narrative structure must create both rising and falling action constructed upon five turning points: inciting incident, equilibrium change, point of no return, all hope is lost, and climax. Other turning points and reversals are at the students’ discretion. The narrative structure must conclude with a changed protagonist. Other characters may also be changed.

Dialogue is discouraged: students should only refer to dialogue that is absolutely necessary, and should not construct any dialogue verbatim.

Students should not detail game mechanics, but are required to demonstrate their attempts at mapping the protagonist’s experiences onto the player’s experiences, referring to the challenges and affordances presented within the narrative arc.

Students may identify any genre, and any mature market sector.

Component 2:

Students should document their vision in the form of a style guide which would hypothetically be made available to an entire AAA development team. This must contain a plot summary of no more than two hundred words, and multiple annotated mood boards detailing, at least, the key components of characters and setting.

This is a **design** task. For both components, students will be graded on their understanding of the materials presented during this semester, and on their ability to control, combine, and weight the components studied such that they work towards a single accessible and emotive vision.

Students are encouraged to avoid clichés and will also be graded on their ability to present a rich, unique and well-communicated vision.

Students are advised to refer to the brief regularly as they undertake this task. Students will be **automatically referred** if any single component is missing, incomplete, or misinterpreted.

Students will be graded on the understanding that they have attended, or independently caught up on, all Design Methods lectures and have performed the lesson tasks and have undertaken private research tasks.

**SUBMISSIONS**

By noon, Friday 5th May 2017, students should submit a CD containing only:

* An **academic** **essay** in the form of a *Word* document of approximately 1500 words (excluding references)
* A **style guide** in the form of a *Word* document of approximately 400 words

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| **BA HONS COMPUTER GAMES DESIGN** |
| **IMDCGD103-12YRD Design Methods (Level 1)**: ASSIGNMENT NO. 2 |
| **Creation of a Style Guide** : weighting 50% |
| 1ST Marker: Dave Pimm 2nd Marker: |
| Student Name: |

**1st Marker Commentary:**

**2nd Marker Commentary:**

**Please see next page for grades and the agreed grade for the assignment.**

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|  | **Criterion 1**  Demonstrate a technical understanding and creative control of the core components of a narrative-driven interactive experience. (75%) | **Criterion 2**  Demonstrate control and creativity in the blending, weighting, and communication of the components of a style guide as they express a designer’s vision. (25%) |
| **1+**  **1=**  **1-** | **Consistently excellent**  **Mostly excellent**  **Very high standard** | **Consistently excellent**  **Mostly excellent**  **Very high Standard** |
| **2.1+**  **2.1=**  **2.1-** | **Very good standard**  **Good standard**  **Mostly good standard** | **Very good standard**  **Good standard**  **Mostly good standard** |
| **2.2+**  **2.2=**  **2.2-** | **Fair standard**  **Moderately good**  **Reasonable standard** | **Fair standard**  **Moderately good**  **Reasonable standard** |
| **3 +**  **3 =**  **3-** | **Adequate standard**  **Passable standard**  **Poor but passable standard** | **Adequate standard**  **Passable standard**  **Poor put passable standard** |
| **Refer** | **Insufficient work submitted of passable standard** | **Insufficient work submitted of passable standard** |

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