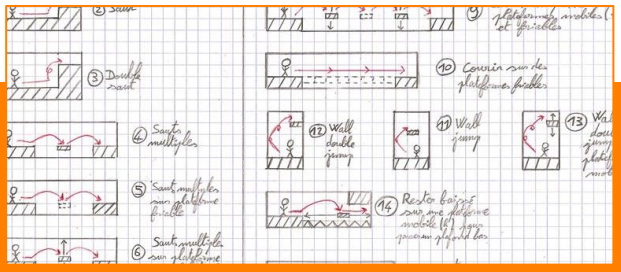
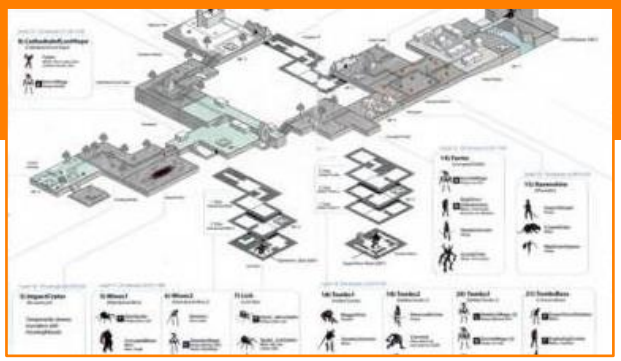
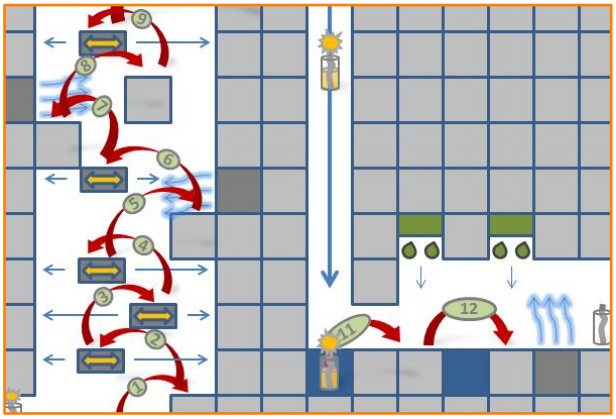
Assessment Specification







Sean Butler

UFCF8M-15-2

Game Level Design

UWE Bristol | University of the West of England

MODULAR PROGRAMME

COURSEWORK ASSESSMENT SPECIFICATION

Module Details

Module Code UFCF8M-15-2	**Run** **20SEP/1** FRENCHAY CAMPUS	**Module Title** Game Level Design
Module Leader Sean Butler	**Module Coordinator**	**Module Tutors** Sean Butler
Component and Element Number Component B CW1		**Weighting: (% of the Module's assessment)** 25%
Element Description Planning documentation for level implementation		**Total Assignment time** ~40 Hours

Dates

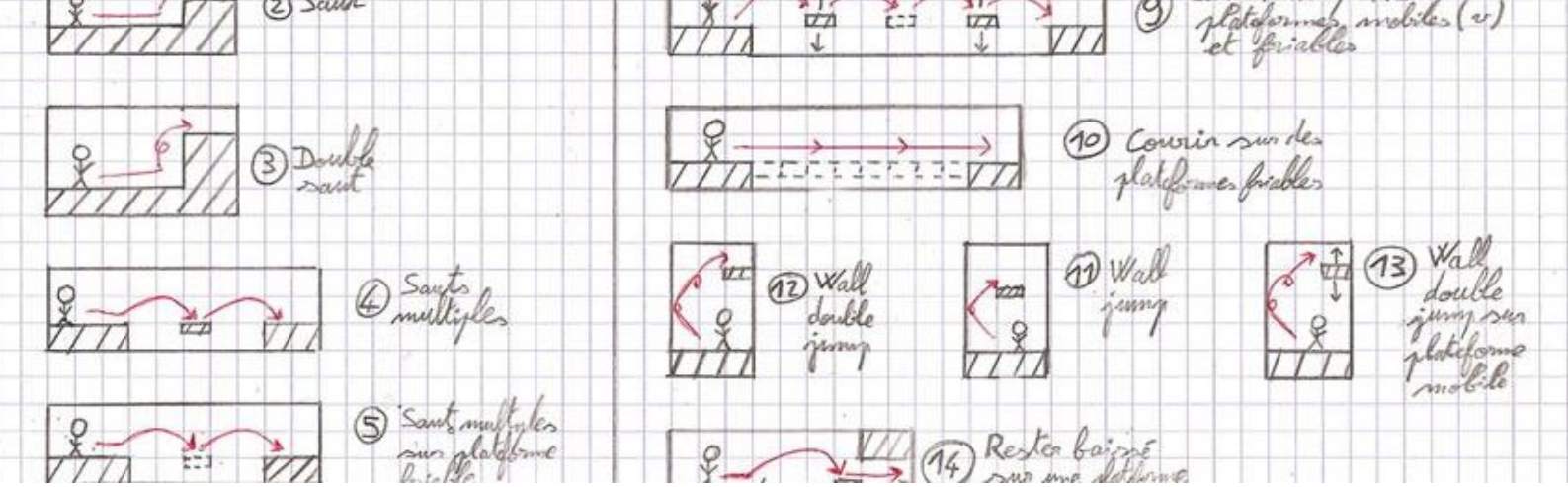
Date Issued to Students 17/11/2020	**Date to be Returned to Students** 21/02/2020
Submission Place Electronic submission via Blackboard.	**Submission Date** 21/1/2020
	Submission Time 1.59 pm

Deliverables

- Level Design Document showing the refinement of your concept and design through documentation as the module progresses as Word Document or PDF following industry practices.
- A Debriefing Document listing any external assets used and a clear statement of authorship.

Module Leader Signature

Sean Butler.



Overview

This assignment consists of a Level Design Document and Debriefing Document derived from a creative brief. They are to be submitted before the end of the semester to be marked by module staff.

There will be several incremental submissions of partial documents showing progression of your creative concept prior to the final complete level design document submission.

Deliverables

Level Design Document

A level design document similar in style and content to one which might be produced in a professional setting. A thorough discussion of LDDs will occur within the course.

Showing:

- Professional Writing, Formatting, Diagramming and Structure
- "High Level" Design features such as Elevator Pitch, X-Statement, Bubble Diagrams and other similar sections
- Gameplay Narrative describing player experience as they play the level
- Detailed Maps showing overview of the level: Pinpointing items of interest and expected route(s). Showing logical connections and other relationships. Closeup maps/diagrams for specific gameplays.

Debriefing Document

The debriefing document should contain:

- A description of each design pattern or principle applied in the level with reference to its specific application in the level and a discussion of its effectiveness in that case.
- List of all assets used, include where any SFX, models, textures have been obtained from. List any that come with the engine used (Unreal or Unity) as 'EngineName Example Content'.

- A list of where (if anywhere) the level submitted deviates from the level design supplied, including explanation.

Progress and Controlled Conditions

In addition to the final submission date for the completed document several incremental submissions will create opportunities for guidance and feedback and help manage creation of a significant outcome.

Students are required to attend sessions and discuss their work and progress with a module tutor regularly: To keep work on track, keep the project in scope and to advise on reasonable targets for subsequent weeks and to ensure the work occurs under controlled conditions. To get the greatest benefit from the progress reports, It is recommended that you space these and report regularly throughout the process.

Key Dates

These dates are subject to change as the term progresses but a full warning of any changes will be made during lectures and on Blackboard if this is the case. **It is important you attend all these sessions as you are expected to present your work in your timetabled session.**

Note: Submissions within the 24-hour window will be capped at 40%. No submissions will be accepted after the end of the 24-hour window.

Assessment Criteria / Marking Guidance

Level Design Document Marking Guide

Level Design Content	**Document Presentation**	**Writing Quality**	**20**
Absent or Token LDD.	Unstructured. Difficult to Follow.	Most parts Inacurate or Incomplete.	0
Map, Actor Placements	Partially Structured Document. Index, etc.	Poorly Written. Bad Grammar and Spelling.	4
Map, Actor Placements, and Paths and/or Logic	Structured Document. Index, Change Log, etc.		8
Context, Map with Key, Overiview, Close Up (Detail) Views, Actor Placements, Logic and Connections.	Structured Document. Fonts, Palette Reflect Concept/Universe.	Well Written. All Parts Easy to Understand.	12
Context, Map with Key, Overiview, Close Up (Detail) Views, Actor Placements, Logic and Connections, Progression, Narrative, etc	Structured Document. Document Visuals Reflect Concept/Universe: Fonts, Palette, Graphic Design, Illustrations.	Well Written. All Parts Easy to Understand, Accurate and Complete.	16
Context, Map with Key, Overiview, Close Up (Detail) Views, Actor Placements, Logic and Connections, Progression, Narrative, etc High Concept to Detail Design Devices showing Refinement and Adherance to Concept.	Structured Document. Document Visuals Reflect Concept/Universe: Fonts, Palette, Graphic Design, Illustrations. Multiple voices with some in Universe.	Well Written. All Parts Easy to Understand, Accurate Complete and Extensive.	20

Reflection Document Marking Guide

List of Design Principles	References and Evaluation	Writing Quality	5
Absent Design Principles Principes List or List Not Populated	No references to Specific instances within your level	Huh?	0
Minimal Design Principles List	Few references to specific instances. no evaluation of effectiveness.	Poorly Written. Most parts Inacurate or Incomplete.	1
	Some references to specific instances. Some evaluation of effectiveness.		2
			3
	All principles reference specific instances in level. All evaluated for effectiveness.		4
Extensive List of Design Principles Applied	All principles reference specific instances in level. All evaluated for effectiveness. Interesting or Surprising Insights.	Well Written. All Parts Easy to Understand.	5

Suggested Reading

A variety of sources will be use through the module. Of particular relavence are the following, which you should definitely consult:

Technical Level Design

https://docs.unrealengine.com/en-US/index.html
https://docs.unity3d.com/Manual/index.html

Level Design and Theory

Christopher W. Totten - An Architectural Approach to Level Design
ISBN-13: 978-1466585416

Also the digital Library Reading list can be found at the following link:
https://rl.talis.com/3/uwe/lists/05A44249-9C82-8CAA-A07C-AF6F5B67484A.html