**ASSIGNMENT BRIEF**

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| **Module Code** | COM4004 | **Module Tutor** | | Dr Andrew Guest | | | |
| **Module Title** | Computer Games Fundamentals | | | | | | |
| **Level** | 4 | **Credit Value of Module** | | | 20 | | |
| **Assessment Task** | Portfolio | | | | | | |
| **Word Count/Time** | 2000 | | | | | | |
| **Assessment No** | 1 | **of** | 1 | | | **Weighting** | 100% |
| **Type of Submission** | Documents & Game | | | | | | |
| **Method of Submission** | Digital through Moodle | | | | | | |
| **Publication Date** | 14/10/20 | | | | | | |
| **Due Date** | 12/01/21 | | | | | | |
| **Expected Feedback Date** | 02/02021 | | | | | | |
| **Format of Feedback** | Through Moodle | | | | | | |
| **Module Learning Outcomes** | | | | | | | |
| 1. demonstrate understanding of essential facts, concepts, principles and theories relating to game development; 2. show understanding of the underlying software engineering-based approaches to game development; 3. recognise any risk and/or safety aspects in game development;   solve problems and represent ideas at different levels of abstraction . | | | | | | | |
| **Assignment Description** | | | | | | | |
| The assessment for this module consists of a portfolio made up of four parts.  There is a marking scheme on page 3 and the assessment descriptors on page 4. | | | | | | | |
| 1. Critical Analysis of Battle Sheep (500 words)   A critical analysis of the game Battle Sheep. Battle Sheep is available to be played for free on [www.boardgamearena.com](http://www.boardgamearena.com). The rules are available on BoardGameArena.  Your analysis should use the language and concepts from the Vocabulary section of the module website and the approach described on the Crit Session 1 page (and the links from it). | | | | | | | |
| 1. Framework Analysis of Battle Sheep (500 words)   Pick one of the frameworks described in the Frameworks section of the website and provide an analysis of Battle Sheep in terms of that framework. | | | | | | | |
| 1. Game Prototype   A prototype of a game. Make a prototype of a simple game. You can make the game using Pygame, Twine or Godot. The module website contains information on all three systems.  The prototype does not need to be polished or complete, a playable demo version that shows the game concept and play style is fine. | | | | | | | |
| 1. Game Design Journal (1000 words)   A journal/report describing your game design choices and thoughts. It should include a description of your initial game concept, a description of how you implemented the game and a reflective review of the game demo you produced. | | | | | | | |
| **Assessment Regulations** | | | | | | | |
| * Your attention is drawn to the [University policy on cheating and plagiarism](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/23.Academic_Misconduct_Policy_2020-21.pdf). Penalties will be applied where a student is found guilty of academic misconduct, including termination of programme. * You are required to [keep to the word limit set for an assessment and to note that you may be subject to penalty if you exceed that limit](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/29.Agreed_Penalties_Policy_2020-21.pdf). You are required to provide an accurate word count on the cover sheet for each piece of work you submit. * [For late or non-submission of work](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/29.Agreed_Penalties_Policy_2020-21.pdf) by the published deadline or an approved extended deadline, a mark of 0NS will be recorded. Where a re-assessment opportunity exists, a student will normally be permitted only one attempt to be re-assessed for a capped mark. * An extension to the published deadline may be granted to an individual student if they meet the eligibility criteria of the [Exceptional Circumstances Policy](https://www.yorksj.ac.uk/media/content-assets/registry/policies/code-of-practice-for-assessment/16.Exceptional_Circumstances_Policy_2020-21.pdf). | | | | | | | |

**Marking Guide**

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| **Part** | **Component** | **Overall** | **Required Content** |
| **Critical Analysis of Battle Sheep (25%)** | Game Description | 25% | A brief description of the game – how its played, how its won, etc. |
| Rules Analysis | 25% | An analysis of the rules of Battle Sheep. How clear are they? How easy is it to learn the rules? Are they complete? Etc. |
| Game Play Discussion | 25% | How is the game in play? What are its good features? Its bad features? Are there any clever or interesting features/concepts. |
| Vocabulary Use | 25% | Use of the vocabulary and concepts from the Vocabulary section of the module website. These marks are awarded on the basis of the use of the vocabulary/concepts in the three sections above. |
| **Frameworks Analysis of Battle Sheep (25%)** | Framework summary/description | 40% | A brief description of the chosen framework. |
| Battle Sheep in terms of the chosen framework | 60% | An analysis of Battle Sheep in terms of the framework. |
| **Game Prototype (25%)** | Game Prototype | 100% | A prototype of a game. Make a prototype of a simple game. You can make the game using Pygame, Twine or Godot. The module website contains information on all three systems.  The prototype does not need to be polished or complete, a playable demo version that shows the game concept and play style is fine. |
| **Game Design Journal (25%)** | Game Concept | 30% | A description of your initial game concept. What is the theme? What is the core game play? Why have you chosen this concept? |
|  | Game Design & Development | 40% | How did you design and develop the game? Which game engine did you choose and why? What choices did you make? What difficulties did you have? |
|  | Game Review | 30% | A reflective review of the game. Did you achieve your goals? Are you happy with the game? How did the game engine help or hinder you? What will you differently next time. |

University Generic Assessment Descriptors