Faculty of Science and Technology
Department of Creative Technology
Academic Year 2019/2020

Unit Name: Game Studio Project		
Assignment Title: Game Design Document		
Assignment Number: 1 of 2		
Course/s: BSc Games Design BSc Games Software Engineering	**Unit Level:** 5	**Unit Credit Value:** 20
Primary Marker: Jon Cobb	**Quality Assessor:** Christos Gatzidis	
Assignment Issue Date: Monday 3rd February, 2020	**Assignment Submission Date:** Monday March 9th, 2020 **Time:** 12:30pm	
Individual or Group Information: This is a **Group** assignment which carries **30%** of the final unit mark		
Feedback Method: Via Brightspace	**Assignment Weighting:** 30% of the final unit mark	

SUBMISSION METHOD(S)
 	
  1) **Electronic Submission**
 	
Assignment is to be electronically submitted by 12:30pm on the due date (please allow sufficient time to upload files before the deadline) via:
 	
      (i) Turnitin Link on Brightspace		

THE ASSESSMENT TASK

Working in your approved teams of nominally five students, which should include students from both BSc Games Design and BSc Games Software Engineering, you are required to write a report comprising a Game Design Document (GDD) for a 2D or 3D game of your choice.

Please note that in the subsequent element of coursework for this unit your team will be required to build the game specified in the GDD. You should therefore, carefully consider how your intended choice of target game engine, may influence the design of your game.

The required assignment output will be a single report of 1,250 words +/-10%, per student per team. Therefore, for a team of five students the required word count is 6,250 words +/- 10%.

The precise structure and content of the GDD is at the discretion of the team, however it should be influenced by examples provided as part of the taught material of the unit as well as examples from the game industry.

As a minimum the GDD should include detailed discussion of the following aspects:

- Rationale for the choice of the game.
- Detailed game specification.
- Discussion of creative design considerations.
- Discussion of technical design considerations.
- Task allocation and roles for the build phase of game development.
- Planning for the build phase of the game development including Gantt chart.
- Test and evaluation strategy for the completed game.
- Conclusions.

THE DELIVERABLE AND SUBMISSION FORMAT
You must submit the following items for assessment:

Each group will be required to submit one report, comprising the GDD as a single PDF document, which should be submitted electronically via the submission link on Brightspace.

THE SUBMISSION DEADLINE
You must submit your work by the following deadline:

Monday March 9th, 2020

The deadline for all submissions is 12:30pm unless otherwise stated.

THE MARKING CRITERIA

This coursework assesses the output product of a group-based game design process. Your assignment will be assessed based on marking criteria derived from the BU Generic Assessment Criteria (Regulation 6F).

The four categories of assessment and associated weightings are summarised below, and the detailed assessment criteria and grade ranges are stated on the following page.

- Subject knowledge and understanding (25%)
- Intellectual skills - including analysis, evaluation, and critical judgement (25%)
- Subject-specific skills - including applications and problem solving (25%)
- Transferable skills - including communication and presentation (25%)

Level 5 Grade Range	Subject knowledge and Understanding	Intellectual skills – including analysis, evaluation, and critical judgement	Subject-specific skills – including applications and problem solving	Transferable skills – including communication and presentation
High First **80%+** Exceptional work overall	The GDD demonstrates outstanding knowledge of the game design process and is supported by extensive references to relevant academic literature.	The proposed game will be novel and have innovative features. Design requirements will be analysed, and different potential solutions critically evaluated.	The specification for the game will be fully detailed. A suitable testing and evaluation strategy will be defined. Implementation tasks and roles will be defined and justified. A detailed implementation plan will be provided.	The GDD will be exceptionally well organised, presented and technically written. Design decisions will be presented with clarity and rigorously argued with supporting references.
First **70-79%** Excellent work overall	The GDD demonstrates a detailed knowledge of the game design process and will be supported by extensive references to appropriate literature sources.	The proposed game will demonstrate some innovative ideas and features. Design requirements will be analysed, and the proposed design critically evaluated.	The specification for the game will be mostly complete. A suitable testing strategy will be defined. Implementation roles will be defined, and key tasks allocated. A detailed implementation plan will be provided.	The GDD will be very well organised, presented and technically written. Most explanations will be clear and unambiguous with well-constructed arguments and supporting references.
Upper Second **60-69%** Very good work overall	The GDD demonstrates a very good understanding of the game design process and is supported by evidence of wider reading/research. Conceptual understanding of the design process is well-developed.	The proposed game will demonstrate some innovative ideas or features. The key design requirements will be identified and analysed with some critical evaluation of the proposed solution.	The specification for the game will show some very good understanding although may be limited in scope. A basic testing strategy will be defined. Implementation roles will be defined. A basic implementation plan is given.	The GDD will have a reasonable structure and be strongly presented. Writing style will be appropriately technical and clear justification provided for key design decisions.
Lower Second **50-59%** Good work overall	The GDD demonstrates some good understanding of the game design process and is supported by a limited range of sources, mainly drawn from unit contact. A basic conceptual understanding of the design process is evident.	The proposed game is mostly a reworking of an existing game concept. The key design requirements will be identified and analysed with some critical evaluation of the proposed solution.	A basic specification for the game will be provided with some consideration given to testing. Implementation roles will be defined. A basic implementation plan is given.	The GDD will show some good logical structure and technical descriptions will be reasonable although the clarity of some explanations may be limited. Presentation and communication skills could be improved.
Third Class **40-49%** A basic level of work overall	The GDD demonstrates only a basic knowledge and understanding of the game design process. Evidence of reading or research is limited. Some important aspects of the design process have been omitted.	The proposed game is mostly a reworking of an existing game concept. Only a basic evaluation of the design requirements has been made. There is minimal evidence of critical evaluation.	A basic specification for the game will be provided although some important omissions may be evident. Only very basic testing is proposed. Allocation of roles and planning is limited and requires further detailed consideration.	The structure of the GDD is rather ad hoc and inconsistencies/weaknesses in presentation style and technical writing are evident.
Fail **30-39%** Insufficient level of work overall	The GDD demonstrates insufficient understanding of the game design process. A lack of conceptual understanding of important design considerations is evident.	The game concept is not full developed, and the design requirements have not been identified, analysed or evaluated.	The specification for the game has important omissions and is lacking in detail. Little or no consideration have been given to testing and evaluation. Task allocation and planning is inadequate.	There is little to no structure to the GDD document and many explanations and statements are unclear or contradictory.
Poor Fail **0-29%** A very insufficient level of work overall	The GDD demonstrates inadequate or incorrect understanding of the game design process.	The game concept is rudimentary, and the design detail is very insufficient.	There game specification is a limited list of features and lack explanation. There is little to no evidence of implementation planning.	The scope of the GDD is inadequate and the material that is provided is poorly written and presented.

Exceptional Circumstances:

If you have any valid **exceptional circumstances** which mean that you cannot meet an assignment submission deadline and you wish to request an extension, you will need to complete and submit the Exceptional Circumstances Form for consideration to your Programme Support Officer (based in C114) together with appropriate supporting evidence (e.g, GP note) normally **before the coursework deadline**. Further details on the procedure and the exceptional circumstances form can be found on **Brightspace**. Please make sure that you read these documents carefully before submitting anything for consideration. For further guidance on exceptional circumstances please see your Programme Leader.

Avoiding Plagiarism:

You must acknowledge your source every time you refer to others' work, using the **BU Harvard Referencing** system (Author Date Method). Failure to do so amounts to plagiarism which is against University regulations. Please refer to http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style for the University's guide to citation in the Harvard style. Also be aware of Self-plagiarism, this primarily occurs when a student submits a piece of work to fulfill the assessment requirement for a particular unit and all or part of the content has been previously submitted by that student for formal assessment on the same/a different unit. Further information on academic offences can be found on **Brightspace** and from https://www1.bournemouth.ac.uk/discover/library/using-library/how-guides/how-avoid-academic-offences

Accessing Learning Support:

Students with **Additional Learning Needs** may contact Learning Support on www.bournemouth.ac.uk/als

Ethical Compliance:

You should not be conducting any primary research (i.e. carrying out an investigation to acquire data first-hand, for example, where it involves approaching participants to ask questions or to participate in surveys, questionnaires, interviews, observations, focus groups, etc.) unless otherwise specified in the brief. However, if there is a genuine requirement to collect primary research data you will require ethical approval before doing so. In the first instance, please discuss with the Unit Leader. The collection of primary data without appropriate ethical approval is a serious breach of Bournemouth University's Research Ethics Code of Practice and will be treated as Research Misconduct.

Disclaimer:

The information provided in this assignment brief is correct at time of publication. In the unlikely event that any changes are deemed necessary, they will be communicated clearly via e-mail and Brightspace and a new version of this assignment brief will be circulated.

Assignment Reference: GSP_Ass1_AY1920_190120_FINAL_RELEASE