

Assignment 1 – Analysis and Design Report

Due: 11:00pm –21 August, 2019

Weighting 10%

NOTE: Please use the provided Report Template.

Part 1 – Analysis (30 Marks)

1. (5 marks) Choose a 2 dimensional platformer game to analyse (2.5D games such as Little Big Planet are also acceptable).
 - a. (2 marks) Name the game, when it was made, the developer and the platform it was played on.
 - b. (3 marks) In three sentences describe what the game is about.
2. (7 marks) For your chosen game try to play at least one level.
 - a. (2 marks) Summarise the goal of the level
 - b. (5 marks) Sketch the level including start point, end point and any pickups, obstacles and puzzles the player has to negotiate.
3. (6 marks) Take/Find a screenshot of the game in progress.
 - a. (2 marks) Circle all of the HUD elements in the screenshot (for instance score, coins, health etc.)
 - b. (4 marks) For at least two HUD elements describe In point form:
 - i. What is its purpose?
 - ii. When is it updated?
4. For the main character: (12 marks)
 - a. (2 marks) In three sentences describe the main character.
 - b. (2 marks) How does its appearance fit in with the setting and goal of the game?
 - c. (3 marks) How does the character move? How does the player control the character?
 - d. (3 marks) What abilities does the character possess? How does the player trigger those abilities? How does each ability affect the world around the character?
 - e. (2 marks) List at least two animations the main character does and when they occur.

Part 2 - Design (30 Marks)

Pitch your own game design. The game prototype you make over this semester will be based on these ideas. If you reference outside material (such as external sketches etc.), you must clearly reference the source in your document.

5. (5 marks) In 200 words or less describe a high concept for your own 2 dimensional platformer game, including the main goal of the game.
6. (5 marks) In 200 words or less describe your game setting. You may include concept art (You must reference any material that you don't create).
7. (5 marks) Describe your main character. Include art if you wish. How does your character move? What abilities do they possess?
8. (6 marks) Design a creature/non-player character for your game level. Include:
 - a. (1 mark) A name
 - b. (3 marks) A sketch (preferably your own sketch. You can use but outside imagery if it helps. You must reference any material that you don't create).
 - c. (2 marks) How does the creature interact with the player?
9. (9 marks) Sketch out a simple level, including (at least) start point, end point, and one instance of your creature/NPC.

Further Submission Requirements

Please note that marks may be deducted if you do not follow requirements. So please check the following points - failure to comply with any of these requirements may result in loss of marks.

- ☐ You have submitted on time.
- ☐ You have used the provided report template.
- ☐ Submit on blackboard using the Assignment 1 link
- ☐ Your submission on blackboard is a "pdf" file (don't submit other formats)
- ☐ You have included all the required content in your report.
- ☐ Each section of your submission is numbered to match the question numbers.
- ☐ You have included your name and student number on each page of the submission.
- ☐ You have included page numbers on your submission
- ☐ You are available in the tutorial the week following submission to discuss your submission and obtain feedback.