

Year 4 Game Design and Development Assignment 1

Mode:	Individual
Value:	20% of overall grade
Out Date:	Thursday 14th February 2019
Due Date:	Thursday 14th March 2019

Instructions:

- Follow these instructions and read ALL parts of the assignment carefully
 - This is a group assignment; however, students will be graded individually – group members should identify their contributions in all work submitted.
 - Include your names and student IDs in the document header. Keep backups of anything submitted.
 - All deliverables must be submitted via the course Moodle page by the deadline.
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Description

Create a 2-D game using the Phaser 3 framework (<https://phaser.io/>)

The game should be based on an old game from the 1980s to early 1990s, see sites such as these for example:

- <https://www.mobygames.com/browse/games>
- <http://www.8bit.com/>
- https://en.wikipedia.org/wiki/Third_generation_of_video_game_consoles

Part 1 (70%)

Critically assess the chosen game, describing gameplay, goals, player interaction and perspective, genre, etc.

Faithfully recreate a single level from the game of your choice. This should be close as possible to the original game-play with similar graphics, and music/ sound effects.

Part 2 (30%)

Critically evaluate the game in the modern context and make recommendations for how the game could be improved –five significant improvements (e.g. to gameplay, user interaction, graphics, etc.). Describe, showing examples, how these features can be implemented in Phaser 3

Deliverables

1. A GitHub repository containing both iterations of your game (details to follow).A report describing the approach taken, part 1 evaluation, design, etc. including references for any useful resources. Report should be formally presented and include references and citations.