



UNIVERSITY OF
LINCOLN

Lincoln School of Computer Science

Assessment Item Briefing Document

**Title: CGP9022M Prototyping and Evaluation
for Games – Assessment 1a**

Indicative Weighting: 40%

Learning Outcomes

On successful completion of this assessment item a student will have demonstrated competence in the following areas:

[LO1] Evaluate a given brief, and design an appropriate prototype which meets the specified requirements.

[LO2] Select and appraise appropriate evaluation methods.

Requirements

For this assessment you will be required to design and evaluate a game prototype, then, using feedback from your evaluation, develop the finished game. Additionally, you are required to provide documentation of the process which includes a production log as well as a final written report. The game should be developed according to a set brief. As part of this assessment, you will also provide a short critique of another student's work. This is an *individual* assessment.

Game Brief

The game needs to be designed through a Mechanics-based design approach. In other words, you must choose two or more game mechanics and merge them to form the basis of your gameplay. The mechanics must be chosen from the list of game mechanics provided in a separate document.

Prototype

In the first instance, you are required to develop a working playable prototype of the game. The prototype should demonstrate the core game mechanics. At this point you should not be worried about what the game looks or feels like, focusing only on the gameplay. You should aim to complete this task by the end of Week 3.

Evaluation

During workshops on Week 4, you will collect feedback on your game design from at least one other student as well as provide a critique of at least one other student's work.

Final game

Building on the feedback you've collected, you will make final changes to the game, including finalizing visual and auditory assets.

Production Log

In addition to developing the game, you must maintain a production log. This consists of short, dated log entries that summarize the work that has been done each week. The production log will be checked by the lecturer each week, and you will only gain credit for production log entries that are presented on the week they are due.

Your submission for this assignment will be a written report described below, as well as executable binaries for your game.

Written report

In your written report, you should outline the design process of your game. Your report should consist of five parts as outlined below.

- 1) **Game prototype.** Describe the prototype you chose to develop specifying the mechanics you based it on from the provided list of mechanics. Describe how the mechanics interact with each other to create a novel game experience. Use screenshots to illustrate the prototype.
- 2) **Evaluation and feedback.** Describe and evidence the feedback collected in your initial prototype. Set out intended changes based on user feedback. This may be done in multiple iterations to further improve your prototype.
- 3) **Final Game.** Describe the final game. Demonstrate how it was improved based on user feedback. Discuss the quality of its gameplay referencing Game Feel. Use screenshots to illustrate the final game.
- 4) **Critique.** Provide a critique of another student's prototype. This should include an assessment of the gameplay and playability at its current stage of development, as well as suggestions for improvement. (Approx. 500 words).
- 5) **Production log.** As an appendix to the report, include the complete production log as presented during workshop sessions.

Useful Information

This assessment is an individual assignment. Your work must be presented according to the Lincoln School of Computer Science guidelines for the presentation of assessed written work.

Please make sure you have a clear understanding of the grading principles for this component as detailed in the accompanying Criterion Reference Grid.

If you are unsure about any aspect of this assessment component, please seek the advice of a member of the delivery team.

Submission Instructions

The deadline for submission of this work is included in the School Submission dates on Blackboard.

The written submission must be in the form of a single PDF document, submitted through the Blackboard upload area for this assessment item. The content of the PDF is your written report along with the production log.

You must also submit an executable version of the game as a zip file under supporting documentation for this assessment.

DO NOT include this briefing document with your submission.