



CGP9022M Prototyping and Evaluation for Games – Assessment 1

Learning Outcome	Criterion	Pass	Merit	Distinction
[LO1] Evaluate a given brief, and design an appropriate prototype which meets the specified requirements.	Initial Prototype Weight: 20%	You designed a simple game that utilizes two game mechanics from the list provided. A basic prototype was developed and runs correctly with some errors.	You designed an interesting game that utilizes two or more game mechanics and combines them in a meaningful way. The prototype was developed to a suitable standard and demonstrates the gameplay effectively with few errors.	You designed a novel and engaging game that utilizes more than two game mechanics from the list provided. It combines the mechanics in an interesting way that results in a well thought-out gameplay experience. The prototype was developed to a high standard and demonstrates the gameplay effectively with no noticeable errors.
[LO2] Select and appraise appropriate evaluation methods	Evaluation Weight: 20%	You conducted a formal evaluation of your prototype using at least two participants and evidenced this in the report.	You conducted a formal evaluation of your prototype using three or more participants. You used the feedback to propose improvements to your game.	You conducted a formal evaluation of your prototype using four or more participants. You synthesized the feedback you received into a coherent and well-justified set of improvements that you propose to make in your game.
[LO1] Evaluate a given brief, and design an appropriate prototype which meets the specified requirements. [LO2] Select and appraise appropriate evaluation methods	Final Game Weight: 35%	You completed the development of your game and describe in your report what changes were made. There is an attempt to link the changes to the collected feedback. The final game runs smoothly and satisfies the requirements of the brief. There is a mention of game feel.	You completed the development of the game to a high standard. In your report, you describe the changes you made and link those directly to the feedback received. The final game runs smoothly and demonstrates engaging gameplay with a high-quality game feel. The report describes how the game feel was achieved.	You completed the development of the game to a professional look and feel. In your report, you describe the changes you made for which you offer a strong justification based on the feedback received. Any deviation from the previously proposed changes is convincingly explained. The final game runs smoothly and demonstrates a novel and exciting gameplay with a professional quality game feel. The report describes in detail how the game feel was achieved
[LO2] Select and appraise appropriate evaluation methods	Critique Weight: 10%	You provided a brief and somewhat superficial description of another student's prototype.	You provided an interesting critique of another student's prototype, proposing some changes to their game to improve it.	You provided a deep and insightful critique of another student's prototype. Your critique takes into account the game brief and describes how the different game mechanics come together to create (or not) an interesting gameplay experience. A set of well-thought out and well-justified improvements are suggested.
[LO1] Evaluate a given brief, and design an appropriate prototype which meets the specified requirements. [LO2] Select and appraise appropriate evaluation methods	Production Log Weight: 15%	You presented a production log describing the work done each week. At least two of those were signed off by the lecturer as having been presented at the appropriate lecture.	You presented a production log describing the work done each week. At least three of those were signed off by the lecturer as having been presented at the appropriate lecture.	You presented a production log describing the work done each week. At least four of those were signed off by the lecturer as having been presented at the appropriate lecture.