Interactive Multimedia

Game Project

Marking scheme 2016/2017

This project is weighted at 50%

Corrections will ONLY take place during lab time in week 12.

This project is a demonstration of the student's ability to understand the topics covered during the semester. Game implementations that are too similar to the GG9 lab (in style and/or functionality), cannot showcase any meaningful level of understanding. Therefore, projects of that nature are not worthy of a passing grade.

SURNAME: (CAPS)	FIRSTNAME: (CAPS)	Student Number:

C

Interactive Multimedia game project

MARKING SCHEME

sources.txt	list of sources is present, (1) name of file in project (2) URL where it came from	☐
	coverage --- does it list where ALL the assets came from	☐
Basic quality	correctness --- it all works! (no compile errors / buttons work / UI display and update correctly etc.)	☐
	originality & value added (USP) - and year2-level of technically challenging features added	☐
	consistency & coherence - gameplay and look-and-feel	☐
	Usability & Playability --- it should be easy to use, easy (and fun) to play --- and both levels winnable	☐
Core contents	level 1 (easy) / 2 (challenging in non-trivial way, e.g. not just changing numbers)	☐
	at least 3 menu screens	☐
Basic features	Demonstration of a range of UI elements and their properties (e.g. static/changing text, images, sliders)	☐
	Using buttons to navigate between scenes	☐
	basic 'collisions' between player and objects, and/or objects --- objects	☐
	inventory (picking up objects & dynamic UI display of what being carried)	☐
		☐
	animation of positions/properties, using Animations & Animator Controllers	☐
	timers, and their graphical display	☐
	audio --- sound effects	☐
	audio --- looping background sound (e.g. music)	☐

Code Quality	Unity project component identifiers: efficient use of resources e.g. use of 'prefab' objects, parent/child objects in the hierarchy, folder structure	☐	
	Code indentation and layout & code identifiers: Classes / Methods / Variables		

		C	B
		okay	**above average**
Code quality	good separation of responsibility into classes // use of Enums where appropriate		☐
	use of non-Monobehaviour classes whereever possible	☐	☐
	public variables only for Unity drag-and-drop // good use of getters/setters		☐
	good comments & plenty of them	☐	☐
	documentation comments for every class, method and variable	☐	☐
	generated API documentation		☐
	avoiding duplication of code through use of arguments and class hierarchies	☐	☐
Technical challenge	(small) Use of triggers and variables in Animator Controllers		☐
	(small) instantiation of 'prefab' objects dynamically – through Instantiate at run time		☐
	(small) the triggering of actions / destruction of objects when a sound finishes playing		☐
	(small) simple use of random spawn points		☐
	(small) game manager classes		☐
	(small) different actions depending on what being 'carried' at time of collision		☐
	(small) clever use of the Camera/ player controller to change the Players view/experience		☐
	(advanced) Throwing/shooting (instantiating GO, apply velocity, destroy GO)	☐	☐
	(advanced) Use of invincibility period base on a game event (pick up shield etc…)		☐
	(advanced) Scrolling background /building dynamic levels from text files and/or prefabs		☐

	A excellent
Code excellence	

OTHER: advanced features going beyond the brief / module tutorial topics (e.g. editor extensions) ☐ ☐

e.g. (this list is not exhaustive)
Coop/ two person play
Networked multiplayer gameplay
Use of peripheral input device other than keyboard/mouse (e.g. gamepad, joystick, touchscreen)
Saving data outside the scene (PlayerPrefs) or outside the project (XML)
Unit testing – good coverage of at least 2 non-trivial classes
interesting AI / agent-based behavior for computer-controlled agents
building levels from text files and prefabs
sophisticated use of waypoints
Substantial Use of 3D unity features (not covered during the semester)
sophisticated use of Nav Meshes

Project quality majority of project components and features are of excellent quality ☐

Grade recommended:	Fail	D	C	B-	B	B+	A
							Please circle recommended grade
Internal Grader:							