

# Assessment Cover Sheet 2020-21

Module Code:	Module Title:	Module Team:
CS2S566	Tool Development for Computer Games	<a href="#">Gaius Mulley</a>
Assessment Title:		Assessment No.:
Produce and evaluate a content creation tool		2
Date Set:	Submission Date:	Return Date:
28-Sep-2020 00:00	07-May-2021 23:55	04-Jun-2021 23:55

**IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED.**

Marking and Assessment
<p>This assignment will be marked out of <b>100%</b>.</p> <p>This assignment contributes to <b>50%</b> of the total module marks.</p>
Learning Outcomes to be assessed
<p>As specified in the validated module descriptor <a href="https://icis.southwales.ac.uk">https://icis.southwales.ac.uk</a></p> <ul style="list-style-type: none"> <li>1) To identify the functional and non-functional requirements of a game engine / game design</li> <li>2) Apply relevant software engineering techniques to develop applications to generate data for use in a game engine</li> </ul>
<i>Awarded mark is only provisional: subject to change and / or confirmation by the Assessment Board.</i>

# Assessment Task

Your task is to implement a Python based GUI tool which will produce maps suitable for chisel.

Your tool should initially allow users to click on tiles which can be chosen to be either a wall, door or space.

It can be extended to include other attributes such as pickups, monsters, lights and textures if desired. Your report must also include a user guide and line by line commentary. The semantic checking of a limit of walls per room and door sizes would be beneficial. Also you might want to restrict the density of monsters (for example a hellknight should have spaces around it).

# Marking Scheme

	<b>Fail (0/29)</b>	<b>Narrow Fail (30/39)</b>	<b>3rd Class / Pass (40/49)</b>	<b>Lower 2nd Class / Pass (50/59)</b>	<b>Upper 2nd Class / Merit (60/69)</b>	<b>1st Class / Distinction (70/100)</b>
line by line commentary (20%)	<input type="checkbox"/> Very poor line by line commentary. Many code lines are uncommented	<input type="checkbox"/> Poor line by line commentary. Many code lines comments are misleading	<input type="checkbox"/> Satisfactory line by line commentary. The commentary addresses some of the areas with errors and omissions	<input type="checkbox"/> Good line by line commentary. The commentary addresses the majority of areas with a few errors or omissions	<input type="checkbox"/> Very good line by line commentary. The commentary addresses the majority of areas with no major errors or omissions	<input type="checkbox"/> Excellent line by line commentary. The commentary contains a high amount of independent thought and also all the major areas are covered without errors
user guide (30%)	<input type="checkbox"/> Very poor user guide. There are gaping holes in the documentation	<input type="checkbox"/> Poor user guide. The user guide is misleading	<input type="checkbox"/> Satisfactory user guide. The user guide might contain minor omissions and errors	<input type="checkbox"/> Good user guide. The user guide contains weaknesses in some areas	<input type="checkbox"/> Very good user guide. The user guide was well written and contains useful relevant information	<input type="checkbox"/> Excellent user guide. Well written documentation with very relevant screenshots showing independent thought
human computer interface (20%)	<input type="checkbox"/> Very poor human computer interface. Poor code and poor choice of controls	<input type="checkbox"/> Poor human computer interface. Some obvious features might be missing or/and the code was poor	<input type="checkbox"/> Satisfactory human computer interface. Quality of code handling the controls might be improved and the controls chosen are limited	<input type="checkbox"/> Good human computer interface. Good choice of controls but the code could be improved. Alternatively excellent code but the choice of controls could be improved	<input type="checkbox"/> Very good human computer interface. Very good choice of controls and the code which implements them is clean	<input type="checkbox"/> Excellent human computer interface. Independent thought shown in addition to the previous box
code quality and use of Python (30%)	<input type="checkbox"/> Very poor code quality and use of Python. The code adds very little to the code given in the lectures	<input type="checkbox"/> Poor code quality and use of Python. The additional code is either too minimal or too broken to be of much use	<input type="checkbox"/> Satisfactory code quality and use of Python. A single feature was changed. Some obvious code weaknesses exist, but the overall direction was sensible	<input type="checkbox"/> Good code quality and use of Python. Sensible changes attempted, code contains some errors but is along the correct path	<input type="checkbox"/> Very good code quality and use of Python. Interesting and effective changes made either visually or structurally	<input type="checkbox"/> Excellent code quality and use of Python. Code contains independent ideas and is well crafted
Global:						