Faculty of Computing, Engineering and Science

Assessment Cover Sheet 2018-19

Module Code:	Module Title:	Module Team:
CS2S566	Tool Development for Computer Games	Gaius Mulley
Assessment Title:		**Assessment No.:**
Practical Coursework 2		2
Date Set:	**Submission Date:**	**Return Date:**
19-Jun-2019 23:00	01-Aug-2019 23:00	29-Aug-2019 23:00

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

Marking and Assessment
This assignment will be marked out of **100%**. This assignment contributes to **50%** of the total module marks.

Learning Outcomes to be assessed
As specified in the validated module descriptor https://icis.southwales.ac.uk • 1) To identify the functional and non-functional requirements of a game engine / game design • 2) Apply relevant software engineering techniques to develop applications to generate data for use in a game engine

Awarded mark is only provisional: subject to change and / or confirmation by the Assessment Board.

Assessment Task

Your task is to implement a simple asteroids game in Python/Pygame.   Your implementation should include at least two of your own Python modules.

One module must be a configuration module which should read game configuration (maybe consisting of various levels, difficulty etc)

from a plain text ascii file.   Ideally your game should have multiple levels of difficulty each of which can be configured by the plain text ascii file.

Lastly you should analyse this approach and highlight any areas for future improvement.

Your submission should include all the code you write, take care to ensure that the indentation is accurately preserved.   The analysis/improvement section should not exceed 1000 words.

Marking Scheme

	Fail (0/29)	Narrow Fail (30/39)	3rd Class / Pass (40/49)	Lower 2nd Class / Pass (50/59)	Upper 2nd Class / Merit (60/69)	1st Class / Distinction (70/100)
Analysis and future improvements (25%)	☐ Very poor Analysis and future improvements	☐ Poor Analysis and future improvements	☐ Satisfactory Analysis and future improvements	☐ Good Analysis and future improvements	☐ Very good Analysis and future improvements	☐ Excellent Analysis and future improvements
Asteroids game in Python (50%)	☐ Very poor Asteroids game in Python	☐ Poor Asteroids game in Python	☐ Satisfactory Asteroids game in Python	☐ Good Asteroids game in Python	☐ Very good Asteroids game in Python	☐ Excellent Asteroids game in Python
Configuration module in Python (25%)	☐ Very poor Configuration module in Python	☐ Poor Configuration module in Python	☐ Satisfactory Configuration module in Python	☐ Good Configuration module in Python	☐ Very good Configuration module in Python	☐ Excellent Configuration module in Python
Global:						