University of South Wales
Prifysgol De Cymru

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.:**
Referral Practical Coursework 1		1
Date Set:	**Submission Date:**	**Return Date:**
17-Jun-2019 23:00	01-Aug-2019 23:55	28-Aug-2019 23:55

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 classic game Breakout in Python and Pygame. You might want to use the space invaders example code as a starting point:

http://floppsie.comp.glam.ac.uk/Southwales/gaius/gametools/8.html

You will be awarded marks for a working implementation and for implementing interesting game features and for using Pygame libraries.
You should submit all your code in the form of a report and your report should have screen shots of the game running. Your code must
retain indentation in the report - consider submitting the code in landscape mode if this avoids line wraps.
Your report should also comment upon the effectiveness of Python/Pygame for implementing Breakout (max 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)
Breakout Code (40%)	☐ Very poor Breakout Code	☐ Poor Breakout Code	☐ Satisfactory Breakout Code	☐ Good Breakout Code	☐ Very good Breakout Code	☐ Excellent Breakout Code
Pygame library use (30%)	☐ Very poor Pygame library use	☐ Poor Pygame library use	☐ Satisfactory Pygame library use	☐ Good Pygame library use	☐ Very good Pygame library use	☐ Excellent Pygame library use
Report (30%)	☐ Very poor Report	☐ Poor Report	☐ Satisfactory Report	☐ Good Report	☐ Very good Report	☐ Excellent Report
Global:						