

 <p><i>The</i> <b>BRITISH UNIVERSITY IN EGYPT</b></p> <p>Faculty of Informatics and Computer Science</p>	<p><b>23CSIS01I Group Project 2023-2024</b></p>	
<p>Module Title      <b>Systems Analysis and Design</b></p>		
<p>Module Leader    <b>Assoc. Prof. Nahla Barakat</b></p>		<p>Semester <b>One</b></p>
<p>Assessment Weight : <b>70% of the total course mark</b></p>	<p>Due Date : <b>8/12/2023</b> <b>Dates for each phase are shown below</b></p>	

### Instructions to students:

1. One group project (3-4 students) composed of three phases, where students will integrate and apply the theoretical and practical knowledge acquired.
2. Submission: The submission will be via the e-learning system, in addition to a CD containing a softcopy of the game.
3. Assessment: Assessment will include the submitted documents on each phase, the game implementation, in addition to individual discussion for each team member.
4. Feedback: Oral feedback will be given on phases one & two during the lab contact hours for each team within two weeks after submission. Phase three feedback will be given orally to each team at the end of the scheduled discussions.
5. Along with the submitted assignment, you need to submit: a fully completed and signed Coursework submission form and a Statement of Academic Honesty Form. You can only submit your own work. Any student suspected of plagiarism will be subject to the procedures set out in the GAR.

### **Project Objective:**

The objective of this project is to build the game design and design documentation skills of the students. The project will have three phases, proposal, prototype document and finally digital interactive prototype of simple 2D game, using Unity open source integrated development environment.

### **Phases:**

#### **Phase 1: Proposal**

Deadline: 20/10/2023

Weight: 10 Marks

#### **Proposal contents:**

1. Names of the team members (3-4, with email addresses)

2. Game Name

3. Game Overview

**weight**

3.1 Game story

[4 marks]

3.2 Genre

3.3 Target Audience

3.4 Main Characters

[2 marks]

3.5 Game Flow Summary (How does the player move through the game).

[4 marks]

Use the design document template posted on the e-learning.

#### **Phase 2: prototypes & Initial design document**

Deadline: 17/11/2023

Weight: 22 Marks

#### **Deliverables:**

You should submit a more detailed design document for the project considering the feedback given to you on phase 1, according to the following checklist:

**Weight**

1. Detailed story of the game and its characters.

[4 marks]

2. Gameplay and Mechanics

2.1. Gameplay

2.1.1. Mission/challenge Structure;

[3 marks]

2.1.2. Game play flow (how does the game flow for the game player; including graphical description of how each screen is related to every other and the purpose of each screen). [8 marks]

2.2 Mechanics – rules to the game, both implicit and explicit; [4 marks]

2.2.1 Movements available in the game; [1 mark]

2.2.2 Actions, including whatever switches and buttons used; [1 mark]

2.2.3 Audio, music/sound effects. [1 mark]

### **Phase 3: Final product**

**Deadline:** 2/12/2022

**Weight:** 38 Marks.

#### **Deliverables:**

1. Final design document including: [3 marks]

1.1. Modifications on phase 2 design document.

1.2. Development's hardware and software.

2. Soft copy of game & a demo by each team. [27 marks]

3. Individual discussion [8 marks]