

Assignment 3 Brief

[Submit Assignment](#)**Due** 25 May by 17:00**Points** 100**Submitting** a file upload**File types** zip

Image: Northgard (Shiro Games)

You may complete this assignment as an individual or in teams of up to 3 students. Please remember to list all team members' names and student numbers in your document.

You will submit a zip file containing your final game, and a PDF post-mortem document. The post-mortem document should contain the following sections:

- List the names and student numbers of all team members.
- Instructions on how to play the game.
- List any areas where the game varies from the initial concept submitted in Assignment 2. Explain why these differences arose.
- Critically analyze your own work and examine its good qualities and areas where it could be improved.

Submit a Windows build of your game – ready to run, not a Unity or Game Maker project. You can use any engine you like to make your game, so long as it can be played in Windows.

This game should be based on the design you submitted in Assignment 2.

Bring your game to class for play-testing and feedback on week 12.

Submitting your assignment

You must submit your assignment by the due date.

Please ensure you upload the correct file and that it is complete before submitting. If you require an extension for this assignment you must contact me before the deadline.

Feedback and grades

Feedback on your assignment and your grade will be released via the Grades item on the left menu.

Marking

Submissions will be marked with regard to the following criteria:

- 50% - A high degree of polish and completeness of the final game submission (bug-free and fully playable)
- 30% - The quality & originality of the design
- 20% - Post-mortem document presentation

RMIT Electronic Submission of work for assessment

I declare that in submitting all work for this assessment I have read, understood and agree to the content and expectations of the [assessment declaration](http://www1.rmit.edu.au/browse;ID=t4g7mbllxm3n) (<http://www1.rmit.edu.au/browse;ID=t4g7mbllxm3n>).

| Some rubric (1) | | |
|---|---------|---------------------|
| Criteria | Ratings | Pts |
| A high degree of polish and completeness of the final game submission (bug-free and fully playable) | | 50.0 pts |
| The quality & originality of the design | | 30.0 pts |
| Post-mortem document presentation | | 20.0 pts |
| | | Total points: 100.0 |