Assignment 1 Brief

- Due: 30 Mar by 17:00
- Points: 100
- Submitting: a file upload
- File types: pdf

About the assignment

You may complete this assignment as an individual or in teams of up to 3 students. If you are submitting as a team, please remember to name all the participants in the submission. Only one member of the team needs to submit the assignment.

You will submit a PDF document showing the development of your Shoot-em-up games. It is expected that each team will prototype at least 3 games, however they can be evolutions or revisions of an earlier design.

The earlier prototypes can be basic game-play experiments, meaning they have little or no artwork in them. The final prototype should be finished to a higher quality, containing some graphics and/or audio elements.

Your document should adhere to the following format:

- Page 1 – List all team members' names and student numbers
- Pages 2 to 4 (or more) – Use one page per prototype. Include a screenshot of the prototype, a description of how it is played. List ways in which it could be improved. If it is a progression from a previous version, list changes which have been made since the previous iteration and explain what effect these had on the game-play.

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:

- 25% - Originality and inventiveness of designs
- 25% - Clear progress & improvement in later prototypes
- 25% - A high degree of polish and playability in the final prototype.
- 25% - Document presentation