

# Creative Projects: group project - Games Programming

(70% of module mark)

## Deadlines & Deliverables:

### GROUP PROJECT MATERIALS:

**(26/04/15) 11:55PM**

One member of your group must upload to Kadenze a single txt file which is named with your group name. This file should contain the url of your dedicated project website which should contain links to all related materials including source code. (see section on project website)

### GROUP PRESENTATION:

**(27/03/15) 11:00AM**

Your group presentation will take place during lectures and labs of this week. You will have 5 minutes for your presentation. Your presentation should include:

- a brief demo of your game
- information your intended target market and player experience
- information about your design process including play tests and iteration

If you are not using your own laptop please upload relevant materials to Kadenze the night before your presentation.

### INDIVIDUAL DELIVERABLES:

**(26/04/15) 11:55PM**

1. Upload your 500 word personal commentary to Kadenze.
2. Fill in an evaluation form for yourself and each member of your group.

## Brief:

You will work in your assigned group to design, develop, and document a creative project. The particulars of your project will depend on your degree programme as listed below:

### GAMES PROGRAMMING:

Create a single-player 2D game in any genre, e.g. platformer, RPG, puzzle, shoot 'em up, rhythm, strategy. You should use playtesting to ensure that the game provides an engaging and coherent experience for the player. The overall game concept does not have to be original, but your realisation of it should be, i.e. no exact clones.

**Toolsets:** Unity 2D tools with C# or Processing.

## Project website:

Your project should be accompanied by a dedicated website on the departmental servers comprising the following.

- A description of your game.
- Documentation on the intended audience / intended player experience / market research.
- Documentation of the design process detailing play testing and iteration.
- A link to your game and unity project. All code should be well commented.
- A commentary on your build including problems you encountered and how you solved them.
- An evaluation of your game. (i.e. How successful it was and how you know this.)
- Appropriate references and bibliography

## Group communication:

In this module group communication will be assessed. Each group will use a dedicated Kadenze forum for communication about the project and documentation of meetings. Statistical data from this will determine a mark for each member of the group. This data will also be used as evidence for adjusting individual's group work marks.

## Personal Commentary:

A 500 word personal statement commenting on

1. Your personal contribution to the project.
2. How you contributed to the code base of this project.

## Marks:

**Group work:** 40%

Your mark will vary from other members of your group based on all the evidence collected about your contribution to the project.

**Group communication and documentation:** 15%

Using statistical data from Kadenze this mark reflects how well each individual has communicated and collaborated with your their over the entire course of the project.

**Personal write up:** 15%

Our scheme for assigning marks to each of these categories will follow the university-wide grading criteria (see your undergraduate handbook for more information):

<b>Mark</b>	<b>Descriptor</b>	<b>Generic Grading Criteria</b>
0%	Non-Submission or plagiarised assessment	A categorical mark representing either the failure to submit an assessment or a mark assigned for a plagiarised assessment.
1-9%	Very bad fail	A submission that does not even attempt to address the specified learning outcomes (shall be deemed a non valid attempt and course must be re-sat).
10-24%	Bad Fail	Represents a significant overall failure to achieve the appropriate learning outcomes (shall be deemed a valid attempt and a re-sit taken unless all three permitted attempts have been used).
25-39%	Fail	Represents an overall failure to achieve the appropriate learning outcomes - (a re-sit must be taken unless all three permitted attempts have been used).
40-49%	Threshold	Represents the overall achievement of the appropriate learning outcomes to a threshold level (honours).
50-59%	Good	Represents the overall achievement of the appropriate learning outcomes to a good level.
60-69%	Very Good	Represents the overall achievement of the appropriate learning outcomes to a very good level.
70-79%	Excellent	Represents the overall achievement of the appropriate learning outcomes to an excellent level.
80-89%	Outstanding	Represents the overall achievement of the appropriate learning outcomes to an outstanding level.
90-100%	Exceptional	Represents the overall achievement of the appropriate learning outcomes to an exceptionally accomplished level.