

COURSE NAME / CODE		BTEC National Subsidiary / Diploma / Extended Diploma in IT	
UNIT(s) No / Name		Unit 40 – Computer Game Design	
LEVEL	3	Assignment No & Title	Assignment 1/ Game idea and design: What's in the game?
LECTURER/ASSESSOR		Emmanuel Oladipo/	
ISSUE DATE		15/06/2016	DEADLINE DATE 1/07/2016
SUBMISSION DATE			
RESUBMISSION AUTHORISATION BY LEAD INTERNAL VERIFIER*		AUTHORISATION DATE (BY IV)	
RESUBMISSION DATE**			
<ul style="list-style-type: none"> All resubmissions must be authorised by the Lead Internal Verifier. Only one resubmission is possible per assignment, provided: The learner has met the initial deadlines set in the assignment, or has met an agreed deadline extension The tutor considers that the learner will be able to provide improved evidence without further guidance Evidence submitted for assessment has been authenticated and accompanied by a signed and dated declaration of authenticity by the learner 			
**Any resubmission evidence must be submitted within 10 working days of receipt of assessment			

Student declaration

I declare that this assignment is all my own work and the sources of information and material I have used (including the internet) have been fully identified and properly acknowledged as required.

STUDENT NAME	SIGNATURE

ASSESSMENT DETAILS & GRADING CRITERIA

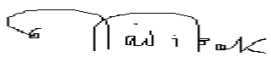
(NB: Columns 1 & 2 of the table below will be completed once the assignment has been submitted) Please note that criteria & evidence should be aimed to give the learner the maximum grade available within their qualification (i.e. A, Pass, Distinction)

Learning Aims Covered		Understand the principles of game design							
L01		Understand the principles of game design							
GRADING CRITERIA FOR TASK		EVIDENCE	1) EVIDENCE SEEN		Page No#	2) CRITERIA MET			
			Y	N		Y	I	N	IV
P1	Describe visual style and elements of gameplay used in game design with some appropriate use of subject terminology	Article (Written or audio-visual)							
P2	Generate outline ideas for a game concept working within appropriate conventions	Word document portfolio							
M1	Explain visual style and elements of gameplay used in game design with reference to detailed illustrative examples and with generally correct use of subject terminology.	Article (Written or audio-visual)							
M2	Generate detailed ideas for a game concept showing some imagination	Word document portfolio							
D1	Critically evaluate visual style and elements of gameplay used in game design with supporting arguments and elucidated examples, and consistently using subject terminology correctly	Article (Written or audio-visual)							
D2	Generate thoroughly thought-through ideas for a game concept showing creativity and flair	Word document portfolio							

KEY: Y = Yes, I = Incomplete, N = No
BREAKDOWN OF HOW GRADES WILL BE AWARDED:
 (NB: Please tick as appropriate)

TYPE OF QUALIFICATION	TICK	DESCRIPTION
BTECS / WORKSKILLS	✓	Pass / Merit / Distinction / Fail
A LEVELS / A2		A-U

Internal Verification of Assignment Brief

IV Full Name	Mr E Oladipo	Sign		Date:	24/09/14
LIV Full Name		Sign		Date:	



BTEC SAMPLE MATERIAL

LEARNER CONSENT DECLARATION

Centre No & Name	51330 - UTC Reading		
Subject & Level	BTEC National Subsidiary / Diploma / Extended Diploma in IT		3
Unit No & Title	Unit 40 - Computer game design		
Learner No & Name			

I agree to the learner work identified above, after having been made anonymous, being used to support any of the following activities, which may involve the display of work online through the BTEC website or through publications:

- Professional Development and Training
- Centre Assessment Example Material
- Standardisation Support
- Publication Materials

Assessor Signature	
Name (block capitals please)	
Job Title	
Date:	
Learner Signature	
Name (block capitals please)	
Parent/Guardian consent if under 16 years of age	
Date:	

Please ensure that this sheet is completed on submission of your assignment.

Unit: 40

Computer Game Design


Assignment: 1

Game Design: What's in the Game?

Please note that your assignment **MUST** have the following:

1. Cover page
2. Contents page
3. Introduction
4. Conclusion
5. Bibliography

SCENARIO

As a new member of staff for the prominent online games magazine **UTC Gamer**, you have been asked to prove your gaming knowledge. Your line manager wants you to write an article on the principles of game design, with deconstructive analysis of three games of your choice. Your article must address the visual styles of your chosen games and their gameplay features.

Magazine **UTC Gamer** is also looking for an idea to turn into a game and you have been tasked with designing a game of your own choice. However, **it also** wishes to capitalise on emerging technologies and tie their game into a new peripheral on the market that has not been used in the mass market before.

TASK 1
Deconstructing game design

Create an article which deconstructs the game design of three computer games of your choice, addressing the following game design principles:

Gameplay	Visual style
<ul style="list-style-type: none"> ○ Interaction model (avatar, omnipresence) ○ Single player / multiplayer ○ Game setting (physical, temporal, environmental, ethical) ○ Goals ○ Challenges ○ Rewards ○ Player actions ○ Rules ○ Difficulty, balance ○ Game mechanics ○ Inventory, scoring, win condition ○ Feedback ○ Game structure (in the format of a flowchart) ○ Addiction 	<ul style="list-style-type: none"> ○ World (terrain, architecture, objects) ○ Characters ○ NPCs ○ Feedback interface ○ Perspectives (2D, 3D, 1st person, 3rd person, scrolling, aerial, context-sensitive) ○ FMV

To achieve the criteria you must show that you are able to:	Unit	Criterion Reference
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Deconstruct 3 games, explain visual style, gameplay and use screenshots	40	P1
Explain game elements by using illustrative examples and all key terms in the 2 tables above.	40	M1
Critically evaluate elements using examples and correct subject terminology. Write on the strengths and weaknesses of the games.	40	D1

Task 2 Detailed investigation

You are to explore and develop a range of game ideas that you believe are suitable for **UTC Gamer**. You must create a research portfolio which addresses the following areas:

- Explore three different genres
- Consider and choose a game idea that interests you for each genre, giving consideration to the **Leap Motion Controller** as the interface device

"The Leap Motion Controller senses how you naturally move your hands and lets you use your computer in a whole new way. Point, wave, reach, grab. Pick something up and move it. Do things you never dreamed possible."

www.leapmotion.com

With regard to your chosen genre and game idea you will also:

- Perform market research, using this to show the relevance of your preferred choice to the current games market.

Develop your pitch document and game using tools such as:

- Storyboards
- Gameplay
- Concept art

To achieve the criteria you must show that you are able to:	Unit	Criterion Reference
Create a research portfolio and provide a summary on three genre types	40	P2
Discuss a game idea for each genre, considering the role of the Leap Motion Controller	40	P2
Choose a game idea and develop it by using tools such as brainstorming, visual style, and mood boards. Also include the pitch document.	40	P2
Discuss gaming history for each genre and the relevance of the Leap Motion Controller . Conduct a market research on your preferred choice.	40	M2
Show consideration for target audience and target platform	40	M2
Design your game idea by using tools such as storyboards, gameplay, and concept art.	40	M2
Develop the pitch document and debate intellectual property stimulus	40	D2
Clearly specify market and audience	40	D2
Critically evaluate the use of the Leap Motion Controller	40	D2

Sources of information	Web Based Resources <ul style="list-style-type: none"> • www.alanemrich.com • www.edge-online.com • www.designersnotebook.com • www.ferryhalim.com/orisinal • www.gamasutra.com • www.gamedev.com • www.gamespy.com • www.igda.org • www.shockwave.com • www.skillset.org/games • www.sloperama.com/advice/specs.htm • www.wildtangent.com • www.worldofspectrum.org
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Books:

- Baylis R, Freedman A, Procter N et al – *BTEC Level 3 National Creative Media Production, Student Book* (Pearson, 2010) ISBN 978-1846906725
- Baylis R, Freedman A, Procter N et al – *BTEC Level 3 National Creative Media Production, Teaching Resource Pack* (Pearson, 2010) ISBN 978-1846907371
- Adams E and Rollings A – *Game Design and Development (Fundamentals of Game Design)* (Prentice Hall, 2006) ISBN 978-0131687479
- Atkins B – *More Than a Game: The Computer Game as Fictional Form* (Manchester University Press, 2003) ISBN 978-0719063657
- Björk S and Holopainen J – *Patterns in Game Design* (Charles River Media, 2004) ISBN 978-1584503545
- Crawford C – *Chris Crawford on Game Design* (F T Prentice Hall, 2003) ISBN 978-0131460997
- Freeman D – *Creating Emotion in Games: The Art and Craft of Emotioneering* (New Riders, 2003) ISBN 978-1592730070
- Fullerton – *Game Design Workshop: A Playcentric Approach to Creating Innovative Games* (Morgan Kaufmann, 2008) ISBN 978-0240809748
- Handler Miller C – *Digital Storytelling: A Creator's Guide to Interactive Entertainment* (Focal Press, 2008) ISBN 978-0240809595
- Koster R – *A Theory of Fun for Game Design* (Paraglyph Press, 2005) ISBN 978-1932111972
- Laramée F D (editor) – *Game Design Perspectives* (Charles River Media, 2002) ISBN 978-1584500902
- Meigs T – *Ultimate Game Design: Building Game Worlds* (Osborne McGraw-Hill, 2003) ISBN 978-0072228991
- Michael D – *The Indie Game Development Survival Guide* (Charles River Media, 2003) ISBN 978-1584502142
- Oxland K – *Gameplay and Design* (Addison Wesley, 2004) ISBN 978-0321204677
- Rollings A and Adams E – *Andrew Rollings and Ernest Adams on Game Design* (New Riders, 2003) ISBN 978-1592730018
- Rouse R – *Computer Game Design, Theory and Practice* (Game Developer's Library, Wordware Publishing Inc, 2004) ISBN 978-1556229121

P1



- ☐ Deconstruct 3 games (PPT or M s Word)
- ☐ Address visual style (PPT or M s Word)
- ☐ Address gameplay (PPT or M s Word)
- ☐ Make liberal use of and reference to screengrabs in your examples (PPT or M s Word)

M1



- ☐ Explain elements (PPT or M s Word)
- ☐ Reference detailed illustrative examples (PPT or M s Word)
- ☐ Make general use of subject terminology (PPT or M s Word)

D1



- ☐ Critically evaluate elements (PPT or M s Word)
- ☐ Include supporting arguments (PPT or M s Word)
- ☐ Include elucidated examples (PPT or M s Word)
- ☐ Consistently use correct subject terminology (PPT or M s Word)

P2



- ☐ Create a research portfolio
- ☐ Provide a précis on three genre types and and your game ideas to include the role of the **Leap Motion Controller**
- ☐ Nominate a game idea and develop a game concept by using appropriate tools: brainstorming, visual style, mood boards
- ☐ Include a pitch document detailing the game's narrative drive

M2



- ☐ Market research evidence and gaming history of each genre chosen.
- ☐ The relevance of the **Leap Motion Controller to each genre**
- ☐ Show consideration for target audience and target platform
- ☐ Design evidence (storyboards, gameplay, concept art) with pitch document

D2



- ☐ Debate intellectual property stimulus
- ☐ Clearly specify market and audience
- ☐ Critically evaluate the use of the **Leap Motion Controller**