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| **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\*\*** | | | |  |  | |
| * 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** |
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**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)

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| **Learning Aims Covered** | | Understand the principles of game design | | | | | | | |
| LO1 | | 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)

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| **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**

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| --- | --- | --- |
| **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

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| **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:

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| --- | --- | --- |
| Gameplay |  | Visual style |
| * + 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 | * + World (terrain, architecture, objects)   + Characters   + NPCs   + Feedback interface   + Perspectives (2D, 3D, 1st person, 3rd person, scrolling, aerial, context-sensitive)   + FMV |

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| **To achieve the criteria you must show that you are able to:** | **Unit** | **Criterion Reference** |
| *Deconstruct 3 games, explain visual style, gameplay and use screengrabs* | 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

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| **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 |

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| Sources of information | Web Based Resources   * [www.alanemrich.com](http://www.alanemrich.com) * [www.edge-online.com](http://www.edge-online.com) * [www.designersnotebook.com](http://www.designersnotebook.com) * [www.ferryhalim.com/orisinal](http://www.ferryhalim.com/orisinal) * [www.gamasutra.com](http://www.gamasutra.com) * [www.gamedev.com](http://www.gamedev.com) * [www.gamespy.com](http://www.gamespy.com) * [www.igda.org](http://www.igda.org) * [www.shockwave.com](http://www.shockwave.com) * [www.skillset.org/games](http://www.skillset.org/games) * [www.sloperama.com/advice/specs.htm](http://www.sloperama.com/advice/specs.htm) * [www.wildtangent.com](http://www.wildtangent.com) * [www.worldofspectrum.org](http://www.worldofspectrum.org)   **Books:** |