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School of Computing, Engineering and Mathematics

Assessment Details and Brief

Module Title:	Introduction to Game Design and Development
Module Code:	CI410
Author(s)/Marker(s) of Assignment	Almas Baimagambetov

Assignment No:	2
Assignment Title:	Game Prototype
Percentage contribution to module mark:	50%
Weighting of components within this assessment:	Implementation 80% Report 20%
Module learning outcome(s) assessed:	**LO3:** Design, build and test functional games prototypes which are compatible with the specified target system.
The assessment is marked anonymously	**No**

Assessment Brief and Assessment Criteria:
Develop a game prototype using Unity. **Assessment marking criteria/rubric:** See below

Date of issue:	**08.02.2021**
Deadline for submission:	**07.05.2021 by 15:00**
Method of submission:	**e-submission (online via StudentCentral)**
Date feedback will be provided	**04.06.2021**

1. Requirements

If one or more requirements are not met, the submission will not be accepted or will be penalised.

1. Design and develop a prototype game using Unity 2019:
    - The game must use the **2D Mini-Platformer** template.
    - The game must have two Easter Eggs that read: **CI410-2020** and **your name**.

2. Produce a technical report that describes the design and development of the game:
    - Introduction (~0.5 page): the brief / idea for the game. Include link to YouTube video (details below).
    - Development (~1 pages): highlight any technically complex implementation details and how you approached them. Justify the design and implementation choices that were made during the development.
    - Implementation (~2-3 pages): include developed C# snippets and clearly describe their purpose.
    - Critical Review (~1 page): identify three reasons why the design and implementation of the game are good. Further identify three reasons where the implementation could be improved and a summary of how the improvements could be made.
    - Conclusion (~0.5 page): what are the main take-away messages – what are the key concepts that you learned during the development.
    - Estimated grade: your self-assessed grade based on assessment criteria below. Example: *Demo: A*, *Idea: A*, *Report: B*, Total: A-
    - References: include references to existing articles (whether books, research papers, online blogs or educational videos). **Clearly identify and reference any 3rd party tutorials / assets / code used and provide their source and license. Failure to do this is likely to lead to serious consequences, including a 0 mark.**

3. Record full gameplay (from game start to game over) using OBS (or similar) and upload to YouTube as “unlisted”.
    - Should be at least 720p, high quality and both Easter Eggs clearly visible
    - Voice-over (explaining gameplay aspects and implementation details) is recommended but not required

2. Deliverables

1. Technical report in PDF format.

3. Submission procedure:

The report must be submitted through the Assessment & Grades area of this module on StudentCentral as a single **PDF** file.

Note: Students are allowed to submit work within **two weeks** of the published **deadline (or agreed extension date)**, or the last working day immediately prior to the feedback date if this is shorter than two weeks. Any work submitted later than **15:00** of the date shown on the front page without an approved extension will be treated as late and **capped at the pass mark**.

By submitting your work you are agreeing to the following statements:

- *A copy of your coursework submission may be made as part of the University of Brighton's and School of Computing, Engineering & Mathematics procedures which aim to monitor and improve quality of teaching. You should refer to your student handbook for details.*
- *All work submitted must be your own (or your team's for an assignment which has been specified as a group submission) and all sources which do not fall into that category must be correctly attributed. The markers may submit the whole set of submissions to the JISC Plagiarism Detection Service.*

Assessment Criteria

	Unsatisfactory (E/F 0-39%)	Adequate (D 40-49%)	Sound (C 50-59%)	Good (B 60-69%)	Excellent (A 70-79%)	Outstanding (A+/A* 80-100%)
Game demo and design: (60%) (LO3)	Technically too simple, no evidence, e.g. video, or does not meet requirements.	The demo is barely playable, limited demonstration of Unreal Engine usage. May contain some referenced 3rd party code. Very few assets used. Assets do not fit any specific genre / theme. Visually very simple, e.g. primitive shapes.	The demo works to some extent, some demonstration of Unreal Engine usage. May contain some referenced 3rd party code. Assets form a single theme and of decent quality. Significant visual improvements can be made.	The demo largely works to specification, appropriate demonstration of Unreal Engine usage. Sounds are expected. The code is mostly original. Assets used are appropriate, include some high quality. Visually, a coherent game.	The demo fully works, excellent use of the engine aspects (both developed and existing). A full range of assets is expected, including sounds, particle effects and materials. The code is fully original.	In addition, the demo is sophisticated enough (logically in implementation and visually) to be a publishable game prototype. Full range of assets with a professional level of quality, ready to be used in a publishable game.
Game idea: (20%) (LO3)	No innovation or change from template, or no evidence.	Game idea and gameplay design are repetitive or trivial.	Game idea shows some innovation and some evidence of appealing gameplay.	A strong foundation for an idea that approaches existing gameplay mechanics in new ways.	A fully original idea that builds on existing gameplay mechanics in unique or original ways.	A clearly innovative idea that blends multiple gameplay mechanics and extends them in original ways.
Report (20%) (LO3)	Completely unsatisfactory and weak in all sections, or no submission.	A poorly structured report with vague language, may include some typos and require a lot of polishing. Covers key sections but to a poor extent. Weak response to technical content.	A well-structured report, very few typos. Covers most sections but to a poor extent. A sound response to technical content.	A clearly structured well-written report**.** Covers all sections to a reasonable extent**.** A good depth and breadth of knowledge are shown.	In addition, uses precise language (terminology) and concise in its narrative. Covers all sections, providing extensive links to other sources of information. Demonstrates clear understanding of the technical details.	In addition, a deep understanding of the problem/solution in the domain is demonstrated, also with alternative solutions discussed. Sophisticated critical reflection. Professionally looking, clearly written report.