

**GAM110: 2019/20**

**Development Principles**

Assignment 1/2

## Development Practice Portfolio

## (70% of module mark)

* Part 1: Agile Development Essay - 1000 words (+/- 10%)
* Part 2: Game Concept Overview - 200 words (+/- 10%)
* Part 3: Personal Contribution to team pitch concept and proposed personal specialist contribution to the proposed game project - 1000 words (+/- 10%)

# Introduction

This portfolio is an individual assignment (that has elements relating to team collaboration) and consists of a portfolio of 3 written pieces, each of which should begin on a separate page and be appropriately titled:

## Part 1: Agile Development Research and Analysis - 1000 words (+/- 10%)

Research and write a short description/definition of how the Agile process (as it is used in games development) is relevant to the student's own specific practice (1000 words). This assignment is intended to help you understand the Agile process.

All sources should be referenced. Note in particular:

* Agile is often used in very different ways so you might also identify which aspects of Agile you feel might be helpful in your own game development process.
* You should ensure that you reference a range of sources, identifying where you found your information, listing books, articles and papers in your reference list.
* You should also consider using quotes from such sources in your work.

Illustrating your points with relevant charts, diagrams or examples is encouraged

## Part2: Game Concept Overview - 200 words (+/- 10%)

This should describe an overview of your team's game (consider this an 'elevator pitch'). You can make this individual if you wish. However, this should be worked on in conjunction with the team and should be standard the entire team. Elevator pitches such as this are hard to create and careful teamwork to get right and agreed by all team members as a common statement. This will help you all develop a better understanding of your project’s core features and principles before development and iteration begins. It is therefore encouraged, but not mandatory, for all members of a team to share this submission element.

* If you agree the concept overview with the team and use this approach use the following title format: **<GAME NAME> : Game Concept Overview (TEAM)**
* If you write your own concept overview use the following title format: **<GAME NAME> : Game Concept Overview (INDIVIDUAL)**

## Part3: Game project - Current and Intended Specialist Contribution - 1000 words (+/- 10%)

For this essay you should consider two questions:

1. What have/will you contribute to the Game Concept and Pitch?

2. What is your intended individual specialist contribution for the full project? For example:

* Art - what art style is used and why, what exactly will you be working on? concept/3D/2D/UI etc.
* Animation - what range of animations will be used and how do these fit into the game play?
* Design - what game mechanics and systems will the game use, how will these fit into the user experience and how are they backed up by game design theory?
* Programming - what will be the programming challenges of implementing the intended game mechanics and systems?.
* Writing - What will writing contribute to the overall game, how does the narrative fit the gameplay and how will this be conveyed.
* Audio - what will be created, and how will audio contribute to the overall game experience, context and atmosphere.

Note the above are intended to be examples of how you should be thinking, and are not exhaustive. You also need to consider the problems you may encounter along with any potential unknowns.

# Assignment Marking

Marking for this assignment will especially consider:

**For part 1:**

* Has the student demonstrated a clear understanding of relevant Agile Development techniques, backed by research?
* Is an understanding shown of how the student might make use of Agile in their own development projects?

**For part 2:**

* Has the Game Concept Overview distilled the essence and unique nature of the game?

**For part 3:**

* Has the student effectively communicated their contribution to the game concept?
* Has the student ensured that their proposed contribution works to support the overarching game concept?

**For all parts:**

* Is there a good standard of analysis?
* Have quotations and references been appropriately used and presented?
* Is there a good standard of written communication (layout, construction, spelling and grammar)?

A more detailed marking rubric for this assignment is shown later.

# Submitting the assignment

Submit this assignment as a single word doc containing all three parts via Learning Space.

Note that each part should start on its own page and should be clearly titled/labelled and not just 'run on' from the previous one.

Each part should also have its own word count and references (part 2 does not require any references).

Note the word limit for each part of this assignment. This word limit does not include your reference list/bibliography, or any image/figure captions. You may go 10% under or above this limit without penalty.

Submission should be made via the assignment submission link on Learning Space, and should be in the form of either a word doc or pdf.

The delivery date for your assignments can be found on MyFalmouth, and should also be echoed on the submission link. However, if for any reason there is a mismatch between the submission details between MyFalmouth and Learning Space, the ones on my Falmouth are the ones you should work to.

# Referencing

When referencing sources make use of **Harvard referencing style**. For help with this go to: [***http://ask.fxplus.ac.uk/harvard-referencing-falmouth-university***](http://ask.fxplus.ac.uk/harvard-referencing-falmouth-university)

Remember to cite your references both in the main body of the text (using the in-text format - where the reference or quote actually occurs) and in the reference list at the end.

If you are not sure of any aspect of this please ask a tutor.

# Additional Guidance

More detail and examples will be shown in class sessions, and on Learning Space.

# FAQ

* **What is the deadline for this assignment?**

Falmouth University policy states that deadlines must only be specified on the MyFalmouth system.

* **What should I do to seek help?**

You can email your tutor for informal clarifications. Informal formative feedback will be given in any workshop or any Practice session.

# Appendix: Marking Rubric

GAM110 Assignment 1 Using Common Assessment Criteria 7 & 8

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Learning Outcome name | Learning Outcome Description | Criteria | Weighting | 85-100%  Outstanding  >1st | 70-84%  Excellent  1st | 60-69%  Very Good  2:1 | 50-59%  Competent  2:2 | 40-49%  Adequate  3rd | 30-39%  Near pass | 0-29%  Clear fail |
| 7. ORGANISATION: Collaborate | Define the suitable development practices, project management approaches, and version control tools in the execution of a collaborative pproject | Demonstrates a clear understanding of Agile development techniques, | 15% | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach. | Demonstrates experience and a clear understanding of Agile development techniques/ best practice, | Demonstrates a good understanding of multiple Agile development techniques, | Demonstrates an understanding of basic Agile development techniques, | Shows some knowledge of Agile development techniques | Shows insufficient knowledge of Agile development techniques | Exhibits no knowledge of Agile development techniques |
| Is an understanding shown of how the student might make use of Agile in their own development projects? | ***15%*** | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | Multiple examples of how Agile is applicable to the student's own work are explored in detail. | Multiple examples of how Agile is applicable to the student's own work are explored. | One or more examples are discussed of how Agile is applicable to the student's own work. | Exhibits one or more observations on how Agile methodology might work with the student's own work. | The student links their workflow to Agile in a superficial and non-specific manner. | The student does not link Agile to their own work in any way. |
| Has the student effectively communicated their contribution to the game concept? | 15% | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | The student's game concept contributions are described and analysed in relation to the game concept and other team member contributions. | The student has listed several detailed contributions to the game concept, and how these came about. | The student has clearly identified one or more contributions to the game concept. | The student has listed their contributions to the game concept. | The student's contributions to the game concept are vague and undefined. | The student hasn't identified any contributions to the game concept. |
| 8. INDUSTRY:.  Pitch | Identify your role within a creative studio | Has the student ensured that their proposed contribution works to support the overarching game concept? | ***15%*** | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | Proposed contributions to the overarching game concept) are clearly essential and their value and conception clearly explained and analysed. | Proposed contributions (and the reasoning behind their value to the overarching game concept) are clearly explained. | Several proposed contributions are described that are clearly integral to the overall game concept | One or more potential contributions to the game are described. | Potential contributions are meager, vague and/or poorly described. | No potential contributions are listed or described. |
| Is there a good standard of analysis? Backed by research | 10% | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | Extensive considered analysis backed by relevant research backed by extensive theory and practical/industry examples. | Extensive considered analysis backed by relevant research that calls upon both theory and practical/industry examples. | Several examples that shows evidence of both practical and theoretical research and analysis. | One or more relevant references.  Some or minimal evidence of research or analysis | Inadequate evidence of relevant research | No evidence of relevant research |
| Have quotations and references been appropriately used and presented? | 10% | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | All references/quotations appropriately used.  Formatting with no noticeable errors. | All references/quotations appropriately used.  Formatting with very small errors only and no inconsistencies. | Intext references and reference list properly formatted. Some errors but constant.  Images/figures labeled | A good attempt at proper formatting of references.  References may be Inconsistently formatted | Inadequate, inappropriate or missing references. | No references |
| Is there a good standard of written communication throughout? | 15% | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | Excellently written and laid out, with information conveyed succinctly.  Structured in a clear and logical structure throughout.  No visible mistakes in spelling, grammar or layout. | Well-written, clear and concise.  Information is well presented and understandable. there is a clear and logical structure throughout.  A few minor mistakes in grammar, spelling or layout | Well-written and clear.  A few minor mistakes in grammar, spelling or layout only. | All text is easily understandable and readable, but there are frequent mistakes in layourt, spelling and writing style | Writing style is unclear and sometimes hard to understand.  Frequent and sometimes major errors in layout, spelling and/or grammar | Writing style is unclear and hard to understand.  Extensive major errors in layout, spelling and/or grammar |
| The Game concept Overview (GCO) is appropriate and concise | 5% | As for 'Excellent' - but in addition displaying a strong, original and distinctive approach | GCO is extremely well-written and conveys a succinct, highly enticing and novel overview of the entire game.. | GCO is well-written and conveys a succinct and enticing overview of the entire game.. | GCO conveys a good enticing overview of the entire game.. | GCO conveys an overview of the entire game, with possible minor ommisions. | GCO inadequate at conveying an overview of the game. | GCO absent or fails to convey any relevance to the game proposal. |