** LEYTON SIXTH FORM COLLEGE – CENTRE NO: 13409**

**DEPARTMENT: COMPUTING AND IT**

**COURSE: BTEC EXTENDED DIPLOMA IN IT - ACADEMIC YEAR 2012-2013**

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| **Student Name: Usman Basharat Student ID: S1300173 Teacher: Ben Akakpo** | | | | | | | |
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| **Unit No:** 40  **Unit Name:** Computer Games Design  **Internal Verifier: Mrs J Niles-Braithwaite Date Verified: 14th February 2013** | | | | | | | |
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| **Assignment No: 1 Assignment Title: What’s in the game?**  **Assignment Given Out: Assignment Submission Date:**  **Learning Outcome: LO1 – Understand the principles of game design** | | | | | | | |
| **Task** | **Unit** | **Grading Criteria**  **Reference** | **Grading Criteria** | **Review Date** | **Grade Awarded** | **Date Achieved** | **Page No#** |
| 1 | 40 | P1 | Describe visual style and elements of gameplay used in game design with some appropriate use of subject terminology |  |  |  |  |
| 1 | 40 | M1 | Explain visual style and elements of gameplay used in gameplay used in game design with reference to detailed illustrative examples and with generally correct use of subject terminology |  |  |  |  |
| 1 | 40 | 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. |  |  |  |  |
| **Assignment Rules:**  Any work submitted after the deadline may not be marked. | | | | | | | |
| **Student declaration**  I declare that all of the work submitted for this assignment is my own work or, in the case of group work, the work of myself and the other members of the group in which l have worked has not been copied from any source. I understand that if any part of the work submitted for this assignment is found to be plagiarised, none of the work submitted will be allowed to count towards the assessment of the assignment.  **Student Signature: Date:**  **Assessor Signature: Date**: | | | | | | | |

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| **SCENARIO**  You are a freelance games designer who has been given the opportunity to present initial designs for a new **adventure** game to a group of potential investors who, if they like your game, will give you the money to develop your game and market it. The game should be rated, using the PEGI (Pan European Game Information) system, as “12” so there should be no excessive violence or adult content.  Each of the criteria in this unit should be completed with a view to acceptance of the game design by the potential investors and therefore a high standard of research, development and presentation is required throughout.  **Task 1 (P1, M1, D1)**  As part of the preparation for your game design you have been asked to prepare an article for an on-line magazine that will explain the following concepts:   * The way in which visual styles are used in games. * Types of visual styles available in games. You should use examples from games you have played. * Types of gameplay available in games. You should use examples from games you have played.   For P1 you should **describe** the visual style and elements of gameplay used in game design with some appropriate use of subject terminology. You can complete a table with a list of gameplay types and visual styles, and a description of each of them.  For M1 you should add **illustrative examples** for each aspect of the use of visual style and elements of gameplay. This should be examples of the types of gameplay and visual styles from different games that demonstrate these elements. You should also generally use correct **subject terminology.**  For D1 you should consistently use correct **subject terminology** and give a **critical evaluation** of gameplay and visual styles using examples which you discuss in detail. The critical evaluation should discuss how the different aspects of gameplay and visual style contribute to the experience of different games. For example does a first-person viewpoint in a game give the experience of actually being in a situation? Does this mean that the game feels more real? You should use extensive examples to illustrate your arguments. |
| **Submission list:**   * All preparatory notes including PowerPoint presentations you have prepared as part of class exercises. * Article in Word * List of sources for the your article |