** 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: 9th January 2013** | | | | | | | |
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| **Assignment No: 2 Assignment Title: Ideas and Design**  **Assignment Given Out: 31st January 2013 Assignment Submission Date: 21st March 2013**  **Learning Outcome: LO2 – Be able to generate ideas for a game concept**  **LO3 – Be able to prepare game design documentation** | | | | | | | |
| **Task** | **Unit** | **Grading Criteria**  **Reference** | **Grading Criteria** | **Review Date** | **Grade Awarded** | **Date Achieved** | **Page No#** |
| 1 | 40 | P2 | Generate outline ideas for a game concept working within appropriate conventions. | 4th March 2013 |  |  |  |
| 1 | 40 | M2 | Generate detailed ideas for a game concept showing some imagination. | 4th March 2013 |  |  |  |
| 1 | 40 | D2 | Generate thoroughly thought-through ideas for a game concept showing creativity and flair. | 4th March 2013 |  |  |  |
| 2 | 40 | P3 | Prepare design documents for a game with some assistance | 18th March 2013 |  |  |  |
| 2 | 40 | M3 | Prepare design documents to a good technical standard with only occasional assistance. | 18th March 2013 |  |  |  |
| 2 | 40 | D3 | Prepare design documents to a technical quality that reflects near-professional standards working independently to professional expectations. | 18th March 2013 |  |  |  |
| **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 (P2,M2,D2) – Generating Ideas**  You should now begin to generate your own ideas for an adventure game. Your ideas should not just use existing games as a source of ideas.  .  You should produce a design portfolio that will contain all your research into your idea.  You should also do some market research discussing which demographic the game is for.  For P2 you can produce a **rough overview** of your game idea. You should include a written description of the game idea and 2 or more of the design techniques discussed in class. You must include discussion of: genre of proposed game, audience, similar games already in the market, target platform, and source of ideas.  For M2 you should **add detail** to you game idea documentation. You should expand your written description and include additional design techniques. You should give details of character, story and game world. You should detail the gameplay and visual style of the game using appropriate technology. You should discuss ways in which your idea shows creativity and originality. You should mention the target audience and market.  For D2 you should give a **comprehensively detailed account** of all aspects of your game design demonstrating a **imagination** and **creativity**.This should include detailed written descriptions of key scenarios, story, characterand game-world. You should give an **evaluation** of how you have used these elements as part of the production of an adventure game and how each element contributes to the game. |
| **Submission list:**   * Your ideas portfolio containing all brainstorming and ideas, notes, sketches and drafts. * Any hand-written or drawn documents can be scanned to be included for electronic submission. * A written discussion, of no more than 300 words, discussing the source of your ideas. This should include proper references where appropriate. |

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| **TASK 2 (P3, M3, D3) – Design Document**  You should now develop your idea into a design document. You should study the example design documents that have been made available to you and base your own document on these. You should use the **template** for the design document (including pitch and treatment) that has been made available to you. This document must, however, present your own game to a standard that can convince potential investors to put money into your project to develop the game.  To achieve P3 the design document should include all aspects listed on the submission list below.  For M3 you should be getting occasional help from you lecturer to produce a design document that includes all the elements on the submission list below. You should use **appropriate terminology** and include elements such as intended audience and how the game meets the required PEGI certification.  For D3 you should work largely on your own to produce a design document that includes all the elements on the submission list below. You should be using **appropriate terminology** consistently and work should be completed to a **professional standard** with very few typological errors or spelling mistakes. |
| **Submission list:**   * High Concept Document / Pitch 1 to 2 pages * Treatment 10 to 30 pages (YOU are required to do about 15 pages) |