

COMP09095 Level Design

2017-18

Assessment part 2 of 2: worth 60% of the module mark

This assignment is for small groups of two. In the event that one person is unable to find a partner, there will be one group of three. Working individually will be an exception which will only be permitted at the sole discretion of the Module Coordinator.

Your assessment task is to develop the playable level that you designed for assessment 1. The level is to be developed using Unreal Engine 4 (UE4) or Unity.

As part of your assessment for the module you must submit weekly progress reports to your Lecturer by email (Paisley - gavin.baxter@uws.ac.uk; Hamilton germy.creechan@uws.ac.uk) using the template on Moodle.

Failure to submit a weekly progress report will be reflected in the marking.

Your submission for assessment 2 will consist of three elements:

- 1) your completed level, packaged so that the marker can run it on a standard Windows PC;
- 2) a video capture in mp4 format of a gameplay sequence or sequences (one video clip, maximum 5 minutes duration) from your level that illustrates the best design features. This should incorporate a voiceover narration describing the level features and gameplay in the video clip;
- 3) a detailed Project Evaluation Report containing a title page with details of the team members and two sections:

1. Critical Evaluation

- 1.1. A description of the tasks and team roles carried out by each team member, and an evaluation of the effectiveness of your teamwork during the project
- 1.2. An assessment of the extent to which you met the design goals for the project – how well did you deliver everything described in your Level Design Report?
- 1.3. A description of the main problems and issues you encountered during the project, and the action you took to overcome them.

2. Playtesting Results

- 2.1. A description of the procedure you used for playtesting, including the participants. Completed playtest documents should be included as appendices.
- 2.2. An evaluation of the success of your playtesting approach in relation to the quality of the finished level.

Submission

Copy all three elements of the assessment to a CD or DVD. Make sure that it is in a protective sleeve or case, clearly labelled B00*****3LD2. (where B00***** is the Banner number of one member of the team). This CD/DVD should be handed in to the School Office, with a School of Engineering & Computing Coursework Submission Sheet and a UWS Coursework Anonymous Marking Sheet.

Note that any submission not complying with these conventions will not be marked.

The deadline for submission is 4pm via Moodle on Friday of Week 13 (30th March).