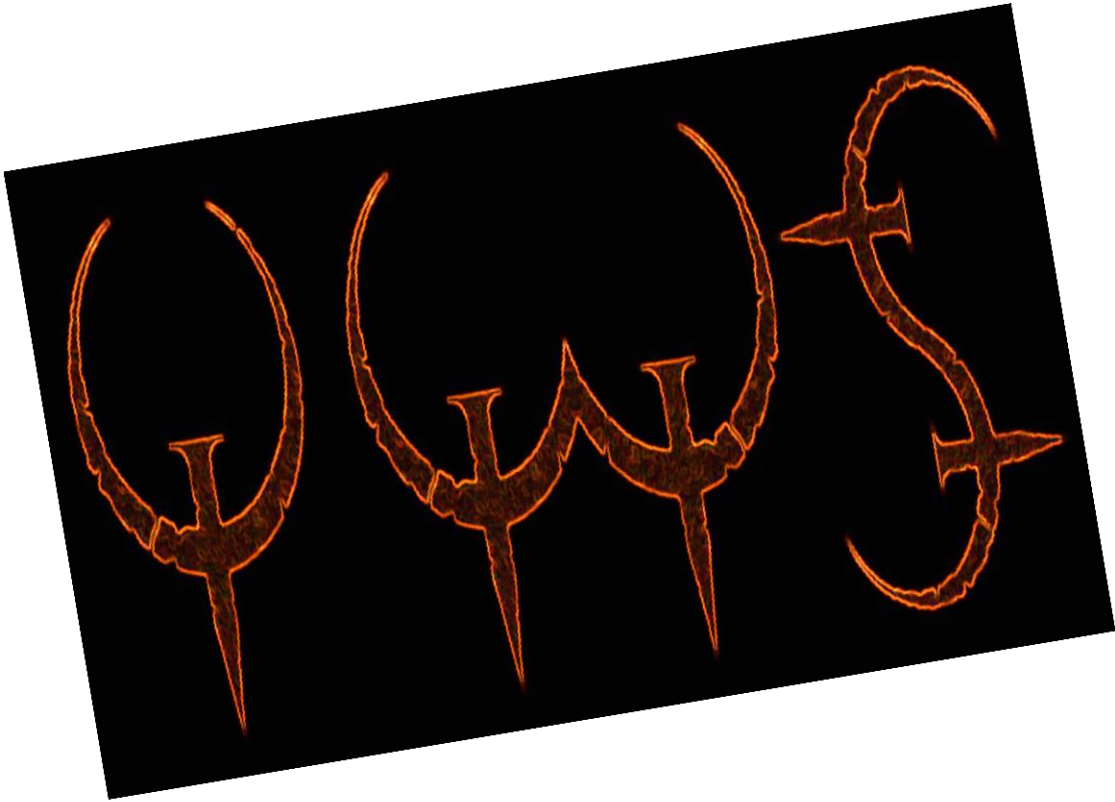


# INTRODUCTION TO GAMES DEVELOPMENT



**ASSESSMENT**

**2014/2015**

# I2GD

There are six elements to the assessment.

Each student should:

1. produce a 5-page, 500-word game design document including a title page, pitch, story, characters, images, sounds and a description of three levels. **(10 marks)**
2. sit a 10 question multiple choice test **(10 marks)**
3. design and create an A4 poster for the game **(10 marks)**
4. design and create a DVD case cover for the game **(10 marks)**
5. create an exe version of the game and burn it to CD with the GM version **(50 marks)**
6. demonstrate the game, showing gameplay, tactics, hidden objects/rooms etc. **(10 marks)**  
Students should talk about the origins of the game and any ideas for future development.

Each student should:

- submit game design document electronically by **23:59 on Sunday 2<sup>nd</sup> November**.
- take the multiple choice test in **your normal class of week 11**.
- submit electronic copies of the poster, cover and game by **23:59 on Sunday 7<sup>th</sup> December**.
- submit physical copies of the poster, the cover and the game to the lecturer at the beginning of **your normal class of week 12**.
  - put the A4 poster and the CD (in a DVD case with the cover in place) in a poly pocket
  - make sure that your name and Banner ID are on everything
- demonstrate game during **your normal class of week 12**.

## **Submission dates are not negotiable.**

### **Notes:**

Clearly your poster and DVD cover should be on a similar theme (they do refer to the same game) but using a smaller copy of the poster as a cover will attract marks under only one heading, poster or cover. They are different things, serving different purposes and should be laid out differently. Using the same graphics in both is, obviously, acceptable.

As a guide:

- A both game and packaging are of a standard that could be made available for sale.
- B1 game and/or packaging need a little work before commercial release.
- B2 game and/or packaging need more work before commercial release.
- C both game and packaging are acceptable but need much more work.
- D game and/or packaging are unacceptable and need much more work.
- E game over.