

Module Assignment

Games Development

Assignment Number GDA001

Level 3/15pts/150 hrs– Semesters 1

Assignment Title: Pre-Production Game Creation
– A Mobile Games case study

Module: Games Development A

Module Team: Ben Dalton (Module Leader)
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Total Mark: 90+10/100

Hand in Date: Week beginning 7th Jan 2008 + discussion in the following week
See online resource (X-Stream) for times & dates.

Hand in Method: Online (X-Stream) upload and round table discussion

Learning Outcomes: (being assessed by this assignment).

On completion of this module you should be able to:

- show independence in your use of a range of software and production techniques to create game components.
- apply the range of techniques and technologies studied in order to effectively express ideas you have for innovative play, interaction and aesthetics.
- demonstrate an understanding of the novel constraints and features of the gaming platform you are using.
- critically evaluate your ideas in terms of development resources, audience, market and historical context.

Overview:

In this module you will study the techniques and theories of games development through a **mobile game case study**. You will:

- develop a number of original game ideas
- prototype your concepts
- present game assets you have created and demos of your game elements

Design Process:

Feedback will be given on a weekly basis in order for you to develop ideas and further your skills. This will include discussions during the practical sessions and feedback in the online (X-Stream) forums.

Draft pieces of work, and sketches are encouraged to assist in your project progress. This will be reviewed by your tutor and you will be given feedback as appropriate during the timetabled sessions.

10% of all learning outcomes are assessed through your ongoing engagement in the module (measured through participation in discussions in-class and/or online each week).

The Brief:

Develop original ideas for a mobile-device game. Assess the viability of these ideas, then plan and create a **pre-production game pitch**. A final presentation of your game design should include enough playable elements, in-game graphics, audio and other assets to persuasively demonstrate the game idea and its functionality. This should be supported by sketches of non-functional elements, structure and concepts. You must critique your ideas, saying who you think will play your game and why, and set out the resources you would need (development team – marketing, coding, artwork, etc.) to progress your game to a final product.

In preparing your ideas you must consider the design criteria for games you have studied during the module, including target platform specifications, the feel, game play, market, etc. Several different initial game idea sketches must be included along with your final decision. You should use working game code examples and lo-fi prototypes to demonstrate ideas. The look and feel of your game should be expressed with sketches and sample artwork (such as 2D sprites, vector graphics, 3d, audio, story text etc.). You must show that you have the right to use any code libraries, image elements or sound (e.g. creative commons licensed music), and very clearly identify any content that you have not created.

You must describe your work in a document (equivalent to at least 4 sides A4) detailing your design choices, inspiration, and critique of your final product. Include images from throughout your design process. This document must be web-ready - saved as HTML and include links to the playable elements and other media associated with your game.

A folder containing all of the files related to your project must be submitted online. You will then talk through your design documents and demonstrate your game in a group discussion session.

NOTE: If you wish to negotiate any of the details of this brief, you must **sign-off the changes** with your module tutor.

The Deliverables:

In summary, these are the elements you must submit in a digital folder online (to X-Stream):

Design Document

- HTML format (*this can be simply created from Word or OpenOffice*)
 - Details of initial ideas, design choices, development and final pitch
 - Links to your supporting assets, demos and materials
 - Play scenarios, non-functional element sketches, game structure diagrams

Supporting Materials

- Playable prototypes and concept demos (e.g. .jar programs or other interactive format – please include source files and code)
- Art assets and design work (e.g. .jpg and .png images)
- Sketches (e.g. scans of images in low-res .jpg format or digital sketches)
- Any other material e.g. video mock-up, photos of paper or lego prototypes, etc.

All of the above should be uploaded online (to X-Stream) by the submission time and date. You will present in the round table discussion only what you submit online – you are not allowed to produce further work, slides, demos, etc. after the submission date.

Marking Scheme:

(Marks shown below are out of the 100 marks total for this module).

Ongoing engagement **[10 marks]**

Ongoing assessment of your weekly participation in-class and/or online. If for any reason you are unable to engage with the module learning outcomes in the learning environment during a week, you must update your tutor on your progress via email.

Final assignment **[90 marks]**

You are required to submit your game project online on the assessment date shown in X-Stream (webCT). At a final group presentation discussion following this date you will have the opportunity to talk through your ideas and design choices shown in the files you submitted. The assessment criteria for this assignment are given below.

Presentation

- You are required to demonstrate your game (e.g. play, genre, theme) as well as explaining the technical elements of its construction (e.g. graphics, audio, game engine). **(4 marks)**
- You must show several initial ideas and planning materials - particularly sketches/storyboards/flow diagrams to demonstrate the design process. **(4 marks)**
- Presentation skills and supporting document organisation. **(3 marks)**

Creative Content

- aesthetic quality – what makes your game stand out? **(15 marks)**
- design methodology – how you got to your final idea? **(15 marks)**
- play ideas & game control – what makes your game fun? **(18 marks)**

Technical Achievement

- technical ability and quality of content **(13 marks)**
- details of the gaming platform **(5 marks)**
- complexity and playability of game **(13 marks)**

Key Skills:

On successful completion of this assignment the following key level skills will have been assessed:

Key Skill:	Assessed:
Communication	yes
Team-working	
Management	
Numeracy	
Information Technology	yes
Problem-solving	yes
Learning	yes
Employability	