|  |  |  |
| --- | --- | --- |
|  | **Brooke Weston Academy**  OCR Cambridge TEC (Certificate/Diploma) in IT  **Unit 10 - Computer Game Design** | Student Name:­­­­ Student **Grade Awarded by:**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

##### Unit 10 - Assignment Checklist - DD-MM-20YY

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **TASKS & LEVEL** | **ACTIVITIES** | | | | | | | | | | | | | | | | | | | | | **STUDENT** | | | **STAFF** | |
| **LO1 - Understand the impact of the gaming revolution on society** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P1.1 - Task 01** | Introduce the video game market and describe the background for the industry and target audience with console and game examples. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| **P1.1 - Task 02** | Introduce the PC game market and target audience and describe the background for the industry using game examples. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| **P1.1 - Task 03** | Introduce the Arcade game market and target audience and describe the background for the industry using game examples. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| **P1.2 – Task 04** | Using the headings, **Global Play**, **Addiction** and **Loss of Social Skills**, outline with newspaper evidence arguments for and against gaming as an influence on player socialisation. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| Global Play | | | | | | | | | | Addiction | | | | | | Loss of Social Skills | | | | |
| **P1.3 – Task 05** | Using the headings, **Employment** and **Finance** outline with researched evidence the benefits and importance of gaming on the economy. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| Employment | | | | | | | | | | | | | | | Finance | | | | | |
| **P1.4 – Task 06** | Using the headings, **Obesity, Fitness** and **RSI** outline with researched evidence the health risks and benefits involved in long period gaming. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| Obesity | | | | | | Fitness | | | | | | | | | | | | RSI | | |
| **P1.5 – Task 07** | Using the headings, **Language and Behaviour, Gaming Addiction** and **Brain Training and Education** outline with researched evidence the psychological dangers and benefits involved in gaming. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| Language and Behaviour | | | | | Gaming Addiction | | | | | | | | | | | | | Brain Training and Education | | |
| **M1.1 – Task 08** | Using the table below, outline the **Positive** and **Negative** impacts the present and future potential of the gaming industry will have on the individual. | | | | | | | | | | | | | | | | | | | | |  | |  | | |
| **LO2 - Know the different types of computer game** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P2.1 – Task 01** | Using examples from different eras, describe the why the gaming industry has developed the way it has. | | | | | | | | | | | | | | | | | | | | |  | | |  | |
| Graphic developments | | | Online Capability | | | | | | | | Demand | | | | | | | | Reduced cost of equipment | |
| Home programming | | | Competition | | | | | | | | Big Business Influence | | | | | | | | Storage Limitations | |
| **P2.2 – Task 02** | Using examples from different eras, describe the aim and purpose of the different range of genres that exist in computer games. | | | | | | | | | | | | | | | | | | | | |  | | |  | |
| Platform | | | Adventure | | | | | | | | Role Playing Game | | | | | | | | First Person Shooter | |
| Puzzle | | | Brain Training | | | | | | | | Sport | | | | | | | | Driving | |
| Simulation | | | Action | | | | | | | | Board Games | | | | | | | | MMORPG | |
| **P2.3 – Task 03** | Using examples from different eras, compare the similarities of content and format of the different range of genres that exist in computer games. | | | | | | | | | | | | | | | | | | | | |  | | |  | |
| Platform | | | Adventure | | | | | | | | Role Playing Game | | | | | | | | First Person Shooter | |
| Puzzle | | | Brain Training | | | | | | | | Sport | | | | | | | | Driving | |
| Simulation | | | Action | | | | | | | | Board Games | | | | | | | | MMORPG | |
| **M2.1 – Task 04** | Using examples of development through the years, compare the changes made in game design and presentation of different game genres. | | | | | | | | | | | | | | | | | | | | |  | | |  | |
| Platform | | | Adventure | | | | | | | | Role Playing Game | | | | | | | | First Person Shooter | |
| Puzzle | | | Brain Training | | | | | | | | Sport | | | | | | | | Driving | |
| Simulation | | | Action | | | | | | | | Board Games | | | | | | | | MMORPG | |
| **D1.1** **- Task 05** | Compare platforms and their technical aspects for running computer games. | | | | | | | | | | | | | | | | | | | | |  | | |  | |
| **LO3 Be able to design and develop computer games** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P3.1 – Task 01** | | Choose a game from a genre and platform that will be similar to yours and analyse the Purpose and Audience of this game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.2 - Task 02** | | Using the template on slide 04, provide relevant details about the Purpose of the video game project you plan to manage | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.2 - Task 03** | | Produce a design sketch of your game interface including details of the necessary elements. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.2 - Task 04** | | Using the template, produce a story board of your game covering all the necessary elements. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.2 - Task 05** | | Create a Mind Map that indicates overlapping tasks for your game covering all the necessary production tasks. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P3.2 - Task 06** | | Complete the remaining sections of the template including character and level sketches and a breakdown of how a level will play. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 07** | | Construct a user interface for your game that will have navigation to start, continue or move between game sections. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 08** | | Construct a system of scoring or level timing for your game that creates a competitive edge. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 09** | | Construct a range of increasing difficulty levels within your game to challenge the more proficient user. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 10** | | Construct on-screen rules that allows the user to understand the purpose and control system of the game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 11** | | Demonstrate the control mechanism for your game that will allow the user to interact with the action. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 12** | | Construct Triggers, Collision detection defined limits for your game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 13** | | Add in appropriate sounds and video content to the game to make it more interesting. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P5.1 – Task 14** | | Create a test strategy for a range of production tests to test and debug the game during Production. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 15** | | Construct some form of User help and Support within the game to guide the user to problem solve. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 16** | | Add in appropriate scripting and AI elements to the game to make it more challenging. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P4.1 – Task 17** | | Produce a game ending screen that highlights the success of the player. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M3.1 – Task 18** | | Explain with examples the benefits of expansion packs for games to players and companies. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **Generated Revenue** | **Graphics** | | | | | | | **Playability** | | | | | **Longevity** | | | **Repurposing across multiple platforms**. | | | | |
| **M3.2 – Task 19** | | Describe for your game what additional content can be added after production and the benefits this will have to the user in terms of playability. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M3.3 – Task 20** | | Sketch and plan at least three additional elements or enhancements to your game in terms of downloadable content. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **LO4 - Be able to test and document computer games** | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P5.2 – Task 01** | | Create a test strategy to test for a range of post-production tests and evidence debugging the game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M4.1 - Task 02** | | Explain the different considerations and methods of collecting feedback and how you are going to collect your data. Justify the reasons you have chosen to use this method. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **Primary Research** | | | | | | | | | | | **Secondary Research** | | | | | | | | | |
| **Data Logging** | | | | | | **Questionnaire** | | | | | | | | | | | | | **Interview** | |
| **P5.2 - Task 03** | | Conduct and collect Peer feedback for you game with a view to improvements being made. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **M4.2 - Task 04** | | Analyse the results of this feedback, catalogue and comment on suggested improvements which could benefit the purpose and function of the game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **D2.1 - Task 05** | | Using the feedback and from the user, improve the quality and operation of the game giving detailed evidence of the improvements that are being made, including a justification why these changes were made. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| **P6.1 - Task 06** | | Create user documentation covering the purpose, navigation and operation of the game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| System Requirements | | | Installing the Game | | | | | | | | | Characters and Objects | | | | | | | Controlling the Game | |
| Purpose and Aim | | | | | | | Strategy Guide | | | | | | | | | FAQ’s | | | | |
| **P7.1 - Task 07** | | Create a technical guide covering data dictionary, user interface, data flow diagrams and action charts on how to manage the background functions of the game. | | | | | | | | | | | | | | | | | | | | |  | | |  |
| Data Dictionary | | | | | | | | | | | | Algorithm design | | | | | | | | |
| User interface | | | | | | | | How to problem solve | | | | | | | | | | | Troubleshooting | |