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| http://www.cooperstc.com/index_htm_files/25897.png | **Coopers**  Cambridge TEC (Certificate/Diploma) in IT  **Unit 32 - Understand the Principles of Game Design** | Student Name:­­­­ **Grade Awarded by:**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

##### Unit 32 - Assignment Checklist - DD-MM-2014

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| **TASKS & LEVEL** | **ACTIVITIES** | | | | | | | | | | | **STUDENT** | | **STAFF** |
| **LO1 - Understand the Principles of Game Design** | | | | | | | | | | | | | | |
| **P1.1 - Task 01** | In terms of **Terrain, Buildings and Objects**, describe the Visual Style and Elements in previous and current games when it comes to the appeal and expectations of the gaming audience. | | | | | | | | | | |  |  | |
| **Terrain** | | | | **Buildings** | | | | **Objects** | | |
| **P1.2 - Task 02** | In terms of **Playing, NPC Singe, Multiplayer and MM**, describe the Visual Style and Elements in previous and current games when it comes to the appeal and expectations of the gaming audience. | | | | | | | | | | |  |  | |
| **Playing and NPC** | | | | **Single** | | | | **Multiplayer** | | |
| **P1.3 - Task 03** | In terms of **Genres**, describe the Visual Style and Elements in previous and current games when it comes to the appeal and expectations of the gaming audience. | | | | | | | | | | |  |  | |
| **P1.4 - Task 04** | In terms of **Objectives**, describe the Visual Style and Elements in previous and current games when it comes to the appeal and expectations of the gaming audience. | | | | | | | | | | |  |  | |
| **Goals** | | | **Challenges** | | | **Rewards** | | | **Puzzles** | |
| **M1.1 - Task 05** | Introduce the history of the Gaming industry with examples from the various generations. | | | | | | | | | | |  |  | |
| **background** | | | | **Hardware developments** | | | | **Timescales** | | |
| **M1.2 - Task 06** | Introduce the Arcade game market and different hardware requirements and describe the background for the industry using game examples. | | | | | | | | | | |  |  | |
| **M1.1 – Task 07** | Describe how the Arcade platform type has developed over time | | | | | | | | | | |  |  | |
| **M1.3 - Task 08** | Introduce the PC game market and describe the 3 different USP points given to PC Gamers. | | | | | | | | | | |  |  | |
| **M1.3 – Task 09** | Describe how the PC Platform Type has developed over time | | | | | | | | | | |  |  | |
| **M1.4 - Task 10** | Introduce the early console game market and using examples describe how the Console Platform Games has developed over time. | | | | | | | | | | |  |  | |
| **M1.5 - Task 11** | Introduce the modern Console game market and describe the USP using game and hardware examples. | | | | | | | | | | |  |  | |
| **M1.6 - Task 12** | Introduce the Handheld and PDA Gaming market and different hardware requirements for 4 current technologies and describe how the Console Platform Type has developed over time | | | | | | | | | | |  |  | |
| **M1.7 – Task 13** | Using appropriate terminology and examples, describe hardware technologies for game platforms in terms of **Game Connectivity** in terms of history, purpose and benefits to gaming. | | | | | | | | | | |  |  | |
| **D1.1 – Task 14** | Explain with examples the benefits of expansion packs for games to players and companies in terms of **Generated Revenue**, **Graphics**, **Playability**, **Longevity** and **Repurposing across multiple platforms**. | | | | | | | | | | |  |  | |
| **D1.2 – Task 15** | Explain with examples the benefits of expansion packs for games to players and companies in terms of **Issues with Cost of Game** and **Purchased** **Extras**. | | | | | | | | | | |  |  | |
| **Issues With Cost** | | | | | | **Purchased Extras** | | | | |
| **LO2 - Be able to generate ideas for a game concept** | | | | | | | | | | | | | | |
| **P2.1 – Task 01** | Using examples from different eras, describe the aim and purpose of the different range of genres that exist in computer games. | | | | | | | | | | |  | |  |
| **P2.2 - Task 02** | For a game in the same genre, specify the purpose, audience, objectives and storyline. | | | | | | | | | | |  | |  |
| **Game genres** | | | **Overview of the game** | | | **Objectives** | | | **Characters** | |
| **Plot/ script/ story/ environment** | | | **Intended interface(s) platform** | | | **Audience in terms of age, gender, serious verses casual gamer, playability** | | | | |
| **P2.3 – Task 03** | Obtain feedback from potential audiences on what games they like and why. | | | | | | | | | | |  | |  |
| **D2.1** – **Task 04** | Source, evidence and discuss different expansion packs for 3 games in terms of Content, Appeal and Quality. | | | | | | | | | | |  | |  |
| **P2.4 – Task 05** | For your game, investigate 3 ideas for expansion packs for the planned game. | | | | | | | | | | |  | |  |
| **Type of Pack and price** | | | | **What is in the pack** | | | | **What does it add to the game** | | |
| **How will it appeal to the audience** | | | | **Technical specifications** | | | | **Your opinion as to quality, content and justification.** | | |
| **P2.5 - Task 06** | Using the template, produce a story board of your game covering all the necessary elements. | | | | | | | | | | |  | |  |
| **P2.6 - Task 07** | Create a Mood Board and Mind Map that indicates overlapping tasks for your game covering all the necessary production tasks. | | | | | | | | | | |  | |  |
| **M2.1 – Task 08** | Generate a detailed plan for a game concept | | | | | | | | | | |  | |  |
| **P2.7 – Task 09** | Create and annotate a series of Individual Sketches for your Characters and Graphics to include annotations. | | | | | | | | | | |  | |  |
| **M2.2 – Task 10** | Create and annotate a series of Multiple Sketches for your game characters, objects and environments. | | | | | | | | | | |  | |  |
| **P2.8 - Task 11** | Produce a design sketch of your game interface including details of the necessary elements. | | | | | | | | | | |  | |  |
| **P2.9 - Task 12** | State the importance of script planning with examples and create a script for your game introduction. | | | | | | | | | | |  | |  |
| **P2.10 - Task 13** | Using the [template](Unit%2032%20-%20LO2%20-%20Project%20Planning%20Template.pptx), provide relevant details including notes, about the Purpose of the video game project you plan to present. | | | | | | | | | | |  | |  |
| **M2.3 – Task 14** | Within this presentation provide additional detailed game design consists with a justification of each choice. | | | | | | | | | | |  | |  |
| **High concept e.g. selling point of the game** | | | | **Detailed game description including genre** | | | | **Detailed description of characters** | | |
| **Number of player** | | | | **Environment the game will be played in** | | | | **Games platform to be used.** | | |
| **P2.11 –Task 15** | Create a Gantt or Project file that illustrated the timings of each stage and sub stages of the Game Creation project. | | | | | | | | | | |  | |  |
| **P2.12 – Task 16** | For your game describe and justify the different resources needed for each stage of the game production. | | | | | | | | | | |  | |  |
| **P2.13 – Task 17** | For your game describe and justify the different Software tools needed for the game production and justify your choice for each section. | | | | | | | | | | |  | |  |
| **Game Engine** | | | **Model making** | | | **Animation** | | | **Graphics and FMV** | |
| **D2.1 – Task 18** | Sketch and plan at least three additional elements or enhancements to your game in terms of downloadable content and describe the value in these additions. | | | | | | | | | | |  | |  |
| **LO3 - Be able to prepare game design documentation** | | | | | | | | | | | | | | |
| **P3.1 – Task 01** | Within your game documentation, produce a walkthrough for the **Instructional Design** and **Game Design.** | | | | | | | | | | |  | |  |
| **Instructional Design** | | | | | | **Game Design** | | | | |
| **P3.2 – Task 02** | Within your documentation, create a section that contains the **concept art**, **mock up screen shots** and **character information** for your game design. | | | | | | | | | | |  | |  |
| **Artwork** | | | | | | **Character Bios** | | | | |
| **P3.3 – Task 03** | Within your documentation, create a section that contains the **Programming** creation justification, **Instructional Data Analysis** and **Logistics** of the game format with evidence of the **Project Plan**. | | | | | | | | | | |  | |  |
| **Programming** | | | | **Instructional Data Analysis** | | | | **Logistics** | | |
| **P3.4 – Task 04** | Within your documentation, create a section that contains the **Story** with justification, **Competitor Analysis**, and **Look** of the game format. | | | | | | | | | | |  | |  |
| **Brief description of the overall story** | | | | **Analysis of competition and why this game would be better** | | | | **An overview of how the game will look and play** | | |
| **D3.1 – Task 05** | Within your documentation, create a section that contains the **Story** with justification, **Competitor Analysis**, and **Look** of the game format. | | | | | | | | | | |  | |  |
| **D3.2 – Task 06** | Evaluate the importance of creating a high concept game document. | | | | | | | | | | |  | |  |
| **M3.1 – Task 07** | Discuss the importance of maintaining the game documentation with evidence that you have done so. | | | | | | | | | | |  | |  |
| **M3.2 – Task 08** | Evidence that you have kept the Project Plan up to date with evidence and justification of changes made. | | | | | | | | | | |  | |  |
| **P3.5 – Task 09** | Using the headings, **Copyright**, **Computer Misuse,** and **Location Use**, outline with newspaper evidence arguments for and against the Legal implications of gaming. | | | | | | | | | | |  | |  |
| **Copyright** | | | | **Use of Products and Location** | | | | **Data Mining** | | |
| **P3.6 – Task 10** | Using the headings, **Global Play**, **Addiction, Age Restrictions** and **loss of Social Skills**, outline with newspaper evidence arguments for and against the ethical implications of gaming. | | | | | | | | | | |  | |  |
| **Global Play** | | | **Addiction** | | | **Age Restrictions** | | | **Loss of Social Skills** | |
| **LO4 - Be able to present a game concept to stake holders** | | | | | | | | | | | | | | |
| **P4.1 – Task 01** | Review the 4 presentation pitches and comment on the **Audio and Visual Skills, Clarity of Speech** and **Body Language** used. | | | | | | | | | | |  | |  |
| **P4.2 – Task 02** | Discuss the methods of presenting information and outline the advantages and disadvantages for each. | | | | | | | | | | |  | |  |
| **Powerpoint** | **Video** | | | | **Discussion** | | **Report** | | | **Demonstration** |
| **P4.2 – Task 03** | Justify the most suitable presentation method and style for the game concept you intent to deliver with details on how you intend to present this. | | | | | | | | | | |  | |  |
| **P4.3 – Task 04** | Present a game concept to stake holders in whatever format is appropriate. | | | | | | | | | | |  | |  |
| **M4.1 – Task 05** | Discuss the range of methods of gaining feedback, outline their advantages and disadvantages | | | | | | | | | | |  | |  |
| **Primary** | **Secondary** | | | | **Questionnaire** | | **Verbal Interview** | | | **Data Logging** |
| **M4.1 – Task 06** | Justify your choice of feedback method for your game presentation in terms of Verbal, Listening, Written and Questioning techniques that could be used. | | | | | | | | | | |  | |  |
| **M4.2 – Task 07** | Discuss the different Sampling methods of gaining feedback, outline their advantages and disadvantages | | | | | | | | | | |  | |  |
| **Sampling Method** | | **Sample size and method** | | | | **Frequency** | | | **Cluster** | |
| **Random** | | **Stratified** | | | | **Systematic Sampling** | | | **Quota** | |
| **M4.3 – Task 08** | Justify your choice of sampling feedback method for your game presentation in terms of Verbal, Listening, Written and Questioning techniques that could be used. | | | | | | | | | | |  | |  |
| **M4.4 – Task 09** | Create and complete a Questionnaire in order to gain feedback from stakeholders about a game concept, including questions on quality and improvements that could be made. | | | | | | | | | | |  | |  |
| **M4.4 – Task 10** | Analyse the responses from the questionnaire, justifying your responses to these in order to negotiate possible improvements. | | | | | | | | | | |  | |  |
| **D4.1 - Task 11** | Using the feedback and from the users, improve the quality and operation of the game documentation giving detailed evidence of the improvements that are being made, including a justification why these changes were made. | | | | | | | | | | |  | |  |