



UNIVERSITY OF
LINCOLN

**Department of Computing & Informatics
Assessment Package Briefing Document**

DOCUMENT STATUS : Subject to Moderation by External Examiners

**Title: CMP1627 Introductory Games Studies
Assignment 1**

Indicative Weighting: 50%

Learning Outcomes:

On successful completion of this assessment package a student will have demonstrated competence in the following areas:

- [LO2] present an interactive game artefact using appropriate techniques
- [LO3] express a design using a standard design technique

Introduction

This assignment encourages you to think about developing a game using the Game Maker development environment, and to present a developed prototype game. During Semester A you have focussed upon different themes (or 'patterns') of game design for your mini game developments in your workshops – this assignment encourages you to develop your ideas further into a more complete game

The problem

- Choose THREE design themes from those presented during the workshop sessions;
- Complete a game concept design document for your game (template available separately)
- Using Game Maker, develop and test a game idea which incorporates your three chosen themes;

Basic Requirements for the game

- You are free to use your own artwork or assets downloaded from web sources – as long as you reference them!
- Your game should have a menu from which the player can choose to play or exit the game
- There are no restrictions on game window dimensions – design your game as a windowed game, or as a full screen game
- Your game should run cleanly on the Games Lab machines

Submission Guidelines

You will demonstrate your game for initial marking purposes in the lab, however, you will also submit your work, so please include the following on your CD:

- All sound and image assets
- All editable Game Maker files

Your game design document should be submitted as a hard copy along with your CD when you demonstrate your game in the lab.

This unit is graded using a criterion reference grid. You should be clear in your understanding of the grading principles; if you are not, please seek the advice of the unit co-ordinator.

Hand In Instructions

You are required to demonstrate your game to a demonstrator in a lab session on either week 13 or week 14 of Semester A (the first two weeks back after Christmas). You should also hand in your design document and game disk to the demonstrator at that time.

DO NOT include this briefing document with your submission.