



UNIVERSITY OF  
LINCOLN

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

**Title: CMP2608 Game Design  
Assignment 1**

**Indicative Weighting: 30%**

**Learning Outcomes:**

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

- [LO3] design and implement a game using appropriate tools.

**Introduction**

This individual assignment requires you to design and implement a modification or 'mod' for the game 'Half life 2'. Throughout the semester you have been attending classes and workshops which focussed on the mechanics and techniques of developing a mod – this assignment will test how much you have taken those techniques and methods on board.

You should develop a **single player** mod for Half Life 2. At the very least you should include:

- a custom map design which incorporates a multiple room/complex environment structure
- appropriately placed textures and lighting
- A combat section
- A puzzle section

Your game should demonstrate the principles of level design and construction that you have investigated during your Semester A workshops. In addition you should incorporate principles of game design and player experience design which we have discussed during the lecture and activity programme for this Semester.

The combat section requires the player to negotiate a section or sections of your level while being attacked by enemies. The puzzle section will necessitate the player having to solve a puzzle, or series of puzzles, in order to progress through the level.

Your mod should have a clear end point.

To achieve higher credit, you will need to consider incorporating some or all of the following (check the CRG for information):

- triggers and switches
- custom textures
- custom models
- static and dynamic props
- source code / HUD modification

In addition to the mod, you should write a short (no more than 2 sides of A4) briefing document, which describes the features of your game, how you incorporated the various features, and the overall design of the level.

## **Submission Guidelines**

You are required to demonstrate the mod in the lab sessions of week commencing: 14/01/08 (As stated in the hand in schedule). Hand in the written briefing document, and a disc containing the game files at the Faculty Office.

Feedback will be:

- Verbal (individually during the demonstration, also as a group in a lecture)
- Written: You will receive a breakdown of the criteria and which ones you achieved.

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**

See hand in schedule.

*DO NOT include this briefing document with your submission.*