

Assignment 1

Learning Outcome	Criteria	Fail			Pass / 3rd	Pass / 2:2	Pass / 2:1	Pass / 1st		
								Marginal		
[LO3] design and implement a game using appropriate tools	Level Design	The level fails to compile, there may be leaks in the level environment.. The mod is unfinished and displays little or no gameplay elements required by the brief.	Single player level created BUT no multiple rooms / complex environment OR no textures and lighting OR no puzzle section OR no combat section.	Single player level created, a multiple room environment is evident, standard textures and basic lighting applied, simple combat and puzzle sections are present.	Single player level created, textures and lighting applied, combat and/or puzzle section may be more complex, and pose a challenge to the player	Single player level created, a multiple room environment is evident, the use of lifts and triggers are incorporated into the level and are key in the gameplay requirements of the puzzle / combat sections. There may be the use of custom models and/or a customised HUD.	A multiple room, complex environment for a single player mod. The use of lifts, triggers, custom models and HUD are all present to some degree. There may be examples of the modification of the source code to implement particular features. Differentiation in this section will be by the level of technical implementation of the features listed above.			
	Game Design	The summary document is not submitted or offers little insight as to how and why the mod was developed in the way it was.	The summary document fails to adequately describe the features of the game and the various gameplay components of the mod.	The document describes the features of the mod. It may be brief.	The design features of the mod are detailed in the document. Few or no diagrammatical explanations may accompany the written aspects of the level and game design.	The design is detailed in the document. The features of the mod are described and detailed maybe using screen shots or diagrams.	The design is completely analysed in the document. The gameplay and its associated issues such as balance are addressed in the level design commentary. A complete rationale for the design as it is presented is submitted. Differentiation at this stage will be through the quality of the document and the depth into which it goes when analysing the gameplay aspects of the mod.			