



UNIVERSITY OF  
LINCOLN

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

**Title: CMP2608 Game Design  
Assignment 1**

**Indicative Weighting: 20%**

**Learning Outcomes:**

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

- [LO2] examine the architecture, design and underlying patterns of a game;

**Introduction**

This assignment requires you to play, research and write a short critique of a computer game. You should choose your game from the portfolio of games made available through the Steam Café server in the Comp Lab A. Using the guidelines for critique (“How do I critique a computer game?”) you should write a report which addresses the following areas of the game:

- The architecture and structure of the game, including level designs;
- The MDA (Mechanics, Dynamics and Aesthetics) of the game;
- The presence and significance of gameplay elements within the game structure. For example: linearity, branching narrative, opportunities for strategy formulation, physical design features (‘choke points’, areas of concealment, spawn points, flag bases etc.);
- The ‘experience’ of playing the game – is it enjoyable, exciting or does it require skill and consideration from the player?

Read the document “How do I critique a computer game” for details of how to plan and write your report.

You may make limited use of diagrams to support your critique.

**Submission Guidelines**

Your report should be no longer than two sides of A4.

Feedback will be:

- Written (after hand in, comments based upon the criterion referencing requirements)

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**

Submit **paper copies only** to the Faculty Office by close of business of the Friday of the week specified in the Hand In Schedule.

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