COMP 388/488 - Intro to Game Design and Development

- Dr Nick Hayward
- Spring 2019

Final Course Assessment - Demo and Report

The final demo and report will be 40% of the course grade.

Overview

This assessment requires the design and development of a video *game*.

It has been perceived as the logical conclusion to the ongoing research, development, and testing that you have conducted throughout the semester. This work has been showcased to date in the presentations and work posted each week to the course's Trello group.

Therefore, this report is an opportunity to outline a detailed summary of the research and work conducted throughout the semester towards your project.

Further details on this final assessment may be found at the following URL,

- coursework - final assessment

Report outline

Your group's written report must clearly define and outline each member's contribution to the final course assessment, relative to your group's chosen project.

A suggested outline for such a report is as follows,

- Table of Contents
- List of project participants
    - include each member's full name, and defined role in the project
    - outline member's contribution to the project
- Abstract of the project
    - a brief introduction and outline of your chosen project
    - a brief summary of the initial concept and story for your group's chosen *game*
- Project narrative
    - inspiration and goals
        - what was the inspiration for your game outline and concept?
        - what is the underlying premise for the game, and its gameplay?
        - what were the initial player goals for this game concept?
- Design considerations
    - outline your group's design and development goals for this game, e.g.
        - your game's characters and patterns
        - abstracted objects and attributes, including developer patterns, structures, &c.
        - relationships between character objects, attributes, patterns, &c.
    - any underlying systems, real or abstracted, specified and inferred for this game

- formal structures and elements you've considered and added to your game
  - objectives defined for player goals and play requirements
  - developer and player experience goals...
  - any procedures and rules, perhaps including defined or implied boundaries...
  - conflict, challenge, battle required as part of your game
  - consideration of narrative structure for your game
  - structure and outline for the outcome, end result of your game
- Design and specification
  - any design specifications you've created and used to help with the development of your game
  - these might include any considered flowcharts, plans, formal specifications, &c.
    - UML outlines, where applicable
  - what is the template for your game's development?
  - libraries, frameworks, game engines used for the development of this game...
  - procedural outline for your game's execution...
  - logic implementation for defined narrative structure
  - sprites, game objects, game assets...
  - any other considerations, including collision detection, systems, &c.
- Testing and iterative design
  - how have you tested your game relative to the following considerations,
    - any usability testing
    - any unit testing
    - design feedback and reviews
    - playtesting at each stage of your game's design and development
    - iterative design considerations from concept to initial playable game
- Restrictions, limitations, and constraints
  - outline any important restrictions, limitations, and constraints you encountered whilst researching and developing this game
  - what did you fail to complete, and why?
  - any missing features or options for this game?
  - any developer goals modified to match identified player experience goals
- Conclusion

This is a suggested outline, and not intended as a definitive list of points to cover. You will need to tailor your report to fit your project's chosen game and narrative.

Submission date & format

This final assessment report, and any associated material, is due by 2.45pm on Friday 3rd May 2019.

Please send me a copy of your final report as a PDF document to the following email address,

- nhayward@luc.edu

Any questions, please let me know.