|  |  |
| --- | --- |
| **Assignment** | |
| Qualification | BTEC Diploma in Computer Games Design |
| Unit number and title | Unit 72: Computer Game Design  Unit 74: Computer Game Story Development  Unit 2: Communication Skills for Creative Media Production Unit 1: Pre-production Techniques for the Creative Media Industries |
| Start date | WC: 19/02/2018 Group A & B |
| Deadline | WC: 05/03/2018 Group A & B |
| Assessor name | James Tedder |
|  | |
| Assignment title | **Assignment 2 – Pre-Production** |
| **Learning Outcomes:**  **Unit 1: Pre-production Techniques for the Creative Media Industries**    **Unit 2: Communication Skills for Creative Media Production**    **Unit 72:** Computer Game Design    **Unit 74:** Computer Game Story Development     |  | | --- | | **The work for this assignment must be submitted in accordance with the instructions given at** **the end of each task within the assignment**  **Students are reminded that late work will not be accepted for assessment. Student Declaration**  I declare that all the work submitted for this assignment is my own work, or in the case of group work, the work is **my work** I completed as part of the group, and that no part of it has been copied from any source (other than for referencing).  I understand that if **any** part of the work submitted for this assignment is found to be plagiarised  **none** of the work submitted will be allowed to count towards the assessment of the assignment.  Signed: Date:\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **Scenario**  You are an apprentice games designer and you have been asked to develop a new game concept. The brief given is to create a design portfolio and report for a 2D game using the GameMaker engine with a science fiction theme. The target platform is PC. Maths based puzzles/questions are required to be implemented within the gameplay and must be equivalent to GCSE grade 4 or above.  **Task 1**  You will develop a design portfolio for a game concept in response to a given brief. Your portfolio will include the use of mindmapping, moodboards, notes, artwork, storyboards and written document/s. The portfolio will cover:   * genre of proposed game * game audience * similar games already in the market * target platform   (Unit 72 – P2)  Merit & Distinction criteria guidance  Well thought through, detailed ideas showing creativity and flair will help you achieve merit and distinction criteria. (Unit 72 - M2/D2)  **Task 2**  Based on these ideas create a design document treatment for a game based on ideas from the previous task. You must show your understanding of the requirements for the proposed game, explain fully why each element is required. You will give detailed explanations of how these requirements will be sourced. You will give full consideration to codes of practice and regulatory issues.  (Unit 72 – P2 & Unit 1 P1/P2)  Merit & Distinction criteria guidance  Your design document will reveal a very high standard of structure and writing skills which will be close to professional standards. You will work independently meaning that you are able to work on your own initiative, do not need constant support or supervision, give the work your full commitment, work positively and cooperatively with others, and meet deadlines. In other words, you have the kind of self-management skills that would be expected of you in a professional context. (Unit 72 - M3/D3)  Fuller and more extensive explanation and a higher standard of presentation will help you achieve merit and distinction criteria. (Unit 1 – P1/M1/D1)  Documentation will be comprehensive and thorough with a detailed breakdown of all elements relevant to game production. It will be very well-organised and presented to a standard that approaches professional practice. (Unit 1 – P2/M2/D2)  **Task 3**  Create a story for a new game including backstory, characterisation and dialogue. You will produce a development log covering:   * purpose components * plot devices * character types * character backstory * narrative flow * reflections on finished game story.   Unit 74 – (P2)  Merit & Distinction criteria guidance  You will produce a story for a game supported by storyboards. The story must clearly relate to the story purpose as expressed by the client brief. You will construct a believable story with the plot devices, character types involved and characterisation (character backstory) will show considerable creativity and the writing style will exhibit a confident and fluent ease. You will include both branching and linear narrative; evidence for narrative flow might be produced as a narrative storyboard depicting scenes and possible player choices, with accompanying stories. Learners will review their own story-writing work considering literary qualities and fitness for purpose. Unit 74 – (M2/D2)  **Task 4**  Gather feedback on your game ideas. This could be done through informal discussion with colleagues, pitch/presentations, surveys, interviews and focus groups.  Now create a report based on the feedback given. Analyse and evaluate the feedback given and justify the decisions you have made based on that.  When complete proof read the report and document spelling, punctuation and grammatical errors that you change.  Unit 2 – (P2 – P3)  Merit & Distinction criteria guidance  Written work always has an appropriate format. Sentence structure will be very good and show increasing complexity. Evaluative work will be of a high standard and contain detailed and precise exemplification, with justification of decisions and processes. (Unit 2 – M2/D2)  Effective use of appropriate software and proof-reading will mean that work contains very few or no spelling, punctuation and grammatical errors. (Unit 2 – M3/D3) | |

|  |  |  |  |
| --- | --- | --- | --- |
| This brief has been verified as being fit for purpose | | | |
| Assessor | James Tedder | | |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear | | |
| Signature |  | Date |  |