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| **Assignment** |
| Qualification  | BTEC Diploma in Computer Games Design |
| Unit number and title | Unit 1: Pre-production Techniques for the Creative Media IndustriesUnit 74: Computer Game Story Development |
| Start date | WC: 30/04/2018 Group A & B |
| Deadline  | 14/06/2018 Group A & B |
| Assessor name | James Tedder |
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| Assignment title | **Assignment 4 – Game Development** |
| **Learning Outcomes:** **Unit 1:** Pre-production Techniques for the Creative Media Industries**Unit 74:** Computer Game Story Development

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| **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:\_\_\_\_\_\_\_\_\_\_\_\_  |

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| **Scenario**You are an apprentice games designer and you have been asked to develop a new game concept. You have created 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. You have pitched your game and it’s been greenlit by your supervisor. You are now required to finalise your narration and dialogue and produce your game.**Task 1 - Narration and Dialogue** Using your completed story as a basis you will produce a portfolio containing documentation that covers: * Linear or non-linear flowchart showing story progression
* Completed script
* game dialogue sources and verbal elements of narration identified
* reflections on finished dialogue considering literary qualities and fitness for purpose.

Consider narration, voiceover and off-screen speech. Higher grades will be given for a script which can be followed by others, including voice actors and directors. Along with giving characters believable speech which is tailored to their characterisation and which progresses fluently. To achieve this grade, dialogue must be clearly written to encourage interactivity of gameplay.**Task 2 – Game Production**Working to the brief you will now implement and create your game using your planning and design documentation as a guide. Your independent working, organisation and ability to meet the deadline are of high importance to the marking criteria.You will hand in:* Scheme of work
* Development Diary
* Video play-through and demonstration of your finished game
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| This brief has been verified as being fit for purpose |
| Assessor | James Tedder |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear |
|  Signature |  | Date |  |