COMP260
Game Design
S1 Evening 2014
Computing

Contents

General Information  2
Learning Outcomes  2
Assessment Tasks  3
Delivery and Resources  6
Unit Schedule  8
Policies and Procedures  9
Graduate Capabilities  10
Extensions and Late Submission  13
Unit-level Standards  13
What Has Changed  16

Disclaimer
Macquarie University has taken all reasonable measures to ensure the information in this publication is accurate and up-to-date. However, the information may change or become out-dated as a result of change in University policies, procedures or rules. The University reserves the right to make changes to any information in this publication without notice. Users of this publication are advised to check the website version of this publication [or the relevant faculty or department] before acting on any information in this publication.

http://unitguides.mq.edu.au/unit_offerings/38453/unit_guide/print
General Information

Unit convenor and teaching staff
Unit Convener
Michael Hitchens
michael.hitchens@mq.edu.au
Contact via michael.hitchens@mq.edu.au
E6A 338

Credit points
3

Prerequisites
COMP115 and (COMP111 or INFO111 or MAS111)

Corequisites

Co-badged status

Unit description
This unit considers both the theory of game design and the actual construction of video games. Important principles in game design, such as game play, challenge, balance and the nature of players, will be examined. Students will be introduced to different aspects of game design and will develop their game design skills through the creation of their own game. Game design will also be explored by taking a critical approach to assessing the design decisions made in a game and by the communication of game design decisions through students presenting their designs in class.

Important Academic Dates
Information about important academic dates including deadlines for withdrawing from units are available at http://students.mq.edu.au/student_admin/enrolmentguide/academicdates/

Learning Outcomes

1. Be able to demonstrate understanding of the core functionalities of a game engine
2. Be able to apply the principles of game design to produce intermediate-level game designs
3. Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs
4. Be able to use the principles of game design to analyse and critique the design of existing games
5. Be able to produce appropriate documents accompanying and explaining the design of a game in a commercial game engine
6. be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

**Assessment Tasks**

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Design Quiz</td>
<td>5%</td>
<td>Week 4</td>
</tr>
<tr>
<td>Game Engine Quiz</td>
<td>5%</td>
<td>Week 4</td>
</tr>
<tr>
<td>Assignment 1</td>
<td>20%</td>
<td>Week 7</td>
</tr>
<tr>
<td>Assignment 2</td>
<td>20%</td>
<td>Week 10</td>
</tr>
<tr>
<td>Assignment 3</td>
<td>30%</td>
<td>Week 13</td>
</tr>
<tr>
<td>Tutorials</td>
<td>10%</td>
<td>Weeks 2 to 13</td>
</tr>
<tr>
<td>Practicals</td>
<td>10%</td>
<td>Weeks 2 to 13</td>
</tr>
</tbody>
</table>

**Game Design Quiz**

Due: **Week 4**  
Weighting: 5%

A short quiz in the tutorials testing student's progress in game design and critique. It will consist of a number of short answer questions.

Done and submitted in class.

This Assessment Task relates to the following Learning Outcomes:
  - Be able to apply the principles of game design to produce intermediate-level game designs
  - Be able to use the principles of game design to analyse and critique the design of existing games

**Game Engine Quiz**

Due: **Week 4**  
Weighting: 5%
A short in class quiz on the student's knowledge of the game engine used. In 2013 the engine will be Unity 3d. The quiz will consist of a number of short questions and small practical exercises.

Done and submitted in class.

This Assessment Task relates to the following Learning Outcomes:

- Be able to demonstrate understanding of the core functionalities of a game engine
- Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs

**Assignment 1**

**Due:** Week 7

**Weighting:** 20%

Design, create and document a static game level using a commercial game engine. For this year Unity 3D will be used. Students are expected to demonstrate an understanding of the principles of challenge, reward, progress and spatial and temporal arrangements amongst other design considerations.

As well as producing the level students will also be required to submit accompanying design documentation.

Submission will be via ilearn.

This Assessment Task relates to the following Learning Outcomes:

- Be able to demonstrate understanding of the core functionalities of a game engine
- Be able to apply the principles of game design to produce intermediate-level game designs
- Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs
- Be able to produce appropriate documents accompanying and explaining the design of a game in a commercial game engine
- Be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

**Assignment 2**

**Due:** Week 10

**Weighting:** 20%
Critique the design of a commercial game in terms of the design principles covered in the unit. Particular attention will be paid to interface and story design, but will cover other aspects such as challenge, reward, progression, character development, level design, etc.

Length will be 2500-3000 words

Submission will be via ilearn

This Assessment Task relates to the following Learning Outcomes:

- Be able to use the principles of game design to analyse and critique the design of existing games

Assignment 3

Due: Week 13
Weighting: 30%

Design, implement and document a complete simple game or portion of a level of a more complex design in a commercial game engine. For this year the Unity engine will be used. Particular attention should be paid to complete, error-free, implementation.

As well as the game itself the students will be required to submit accompanying design documentation.

Submission will be via ilearn.

This Assessment Task relates to the following Learning Outcomes:

- Be able to demonstrate understanding of the core functionalities of a game engine
- Be able to apply the principles of game design to produce intermediate-level game designs
- Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs
- Be able to produce appropriate documents accompanying and explaining the design of a game in a commercial game engine
- be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

Tutorials

Due: Weeks 2 to 13
Weighting: 10%

Game critique exercises and paper game design exercises.
These are weekly exercises in the tutorial classes. Some will be paper design exercises to cover the basics of game design. Paper game design is widely employed in the industry as a first stage to test the concept before proceeding to more expensive implementation.

Game critique exercises will focus on particular areas, including interface, story, character, reward, challenge, progression, spatial and temporal arrangement. Examination of commercial games will illuminate how design principles are applied in the industry.

Submission will be either in class or via ilearn.

This Assessment Task relates to the following Learning Outcomes:
- Be able to apply the principles of game design to produce intermediate-level game designs
- Be able to use the principles of game design to analyse and critique the design of existing games

Practicals
Due: **Weeks 2 to 13**
Weighting: **10%**

Weekly practical exercises using a commercial game engine as used in assignments 1 & 3. For this year the engine will be Unity 3D.

These exercises will enable students to learn the functionality of the engine in preparation for the assignments.

Submission will be in class.

This Assessment Task relates to the following Learning Outcomes:
- Be able to demonstrate understanding of the core functionalities of a game engine
- Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs

Delivery and Resources

CLASSES
Each week COMP260 has two hours of lectures, a two-hour tutorial and a two-hour practical. Please see the Timetable at [http://www.timetable.mq.edu.au](http://www.timetable.mq.edu.au) for details

REQUIRED AND RECOMMENDED TEXTS AND/OR MATERIALS

Prescribed Textbooks

The textbooks for this unit are as follows:
Additional References


Other Readings

Other reading(s) for this subject will be provided via on-line material on the Web. You should be familiar with accessing through links to on-line sources of information. It is important to realise that there will be additional costs to you which may not be present in traditional presentation of education materials. Such costs include connection, time charges and access to specific information on the Web. Your Internet provider can supply you with more details.

UNIT WEBPAGE AND TECHNOLOGY USED AND REQUIRED

Online Resources

The official location (URL) of unit information once you have loaded your WWW browser is: http://ilearn.mq.edu.au

Once you have enrolled in the unit, you must gain access to comp260 website. We will be using the University’s Online Learning at MQ website (iLearn). Students should check this site for regular updates.
**Technology Used and Required**

Unity 3D. The free version of this can be downloaded at http://unity3d.com/unity/download/

Various commercial games will be referred to as examples in class.

## Unit Schedule

<table>
<thead>
<tr>
<th>WEEK</th>
<th>LECTURE TOPIC</th>
<th>READINGS</th>
<th>ASSESSMENTS</th>
</tr>
</thead>
</table>
| 1.   | Unit Introduction  
     | Introduction to Unity  
     | Design and documentation principles | Goldstone  
     | Chapter 1 | Tutorial and Practical Quiz |
| 2.   | The use of paper design | Goldstone | chapter 3 | |
| 3.   | Level design basics  
     | Sources of Inspiration  
     | Structure, pace and flow | Novak  
     | chapter 7 | |
| 4.   | Design implementation - from paper to computer  
     | Textures |  | |
| 5.   | Design and Design exercise |  |  | |
| 6.   | Level details - structures, terrain, etc | Novak  
     | The use of lighting and sound in level design | chapter 9 | |
| 7.   | Character and story - what works, premise, conflict, goals  
     | Story vs. plot  
     | Conveying the story, consequences, emotions | Novak  
     | Chapter 5 | Assignment 1  
     | Due | |
| 8.   | Character types, depiction and character arcs |  |  | |
| 9.   | Game interface design: player empowerment and feedback | Novak  
     | chapter 8 |  | |
Policies and Procedures

Macquarie University policies and procedures are accessible from Policy Central. Students should be aware of the following policies in particular with regard to Learning and Teaching:

Academic Honesty Policy  http://mq.edu.au/policy/docs/academic_honesty/policy.html
Disruption to Studies Policy  http://www.mq.edu.au/policy/docs/disruption_studies/policy.html The Disruption to Studies Policy is effective from March 3 2014 and replaces the Special Consideration Policy.

In addition, a number of other policies can be found in the Learning and Teaching Category of Policy Central.

*Note we hope to have an industry guest lecture. It’s currently scheduled for week 13. However it will depend on availability of an industry guest. It may be that we have to move the guest lecture forward and everything else back to fit their schedule.

<table>
<thead>
<tr>
<th>10.</th>
<th>Gameplay mechanics</th>
<th>Novak chapter 6</th>
<th>Assignment 2 Due</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>camera systems, control systems, inventory systems, combat systems</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>11.</th>
<th>Gameplay presentation</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Emergent gameplay</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Progression, difficulty, repitition</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>12.</th>
<th>Game quality assurance and testing</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Design of mobile games</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| 13 | Guest Lecture | Assignment 3 Due |  |
Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mq.edu.au/support/student_conduct/

You should also be sure to be familiar with the departments special consideration policy http://comp.mq.edu.au/undergrad/policies/special_consideration_policy.htm

Student Support

Macquarie University provides a range of support services for students. For details, visit http://students.mq.edu.au/support/

Learning Skills

Learning Skills (mq.edu.au/learningskills) provides academic writing resources and study strategies to improve your marks and take control of your study.

- Workshops
- StudyWise
- Academic Integrity Module for Students
- Ask a Learning Adviser

Student Enquiry Service

For all student enquiries, visit Student Connect at ask.mq.edu.au

Equity Support

Students with a disability are encouraged to contact the Disability Service who can provide appropriate help with any issues that arise during their studies.

IT Help

For help with University computer systems and technology, visit http://informatics.mq.edu.au/help/.

When using the University's IT, you must adhere to the Acceptable Use Policy. The policy applies to all who connect to the MQ network including students.

Graduate Capabilities

Critical, Analytical and Integrative Thinking

We want our graduates to be capable of reasoning, questioning and analysing, and to integrate and synthesise learning and knowledge from a range of sources and environments; to be able to critique constraints, assumptions and limitations; to be able to think independently and systemically in relation to scholarly activity, in the workplace, and in the world. We want them to have a level of scientific and information technology literacy.

This graduate capability is supported by:
Learning outcomes

• Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs
• Be able to use the principles of game design to analyse and critique the design of existing games
• be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

Assessment tasks

• Game Design Quiz
• Assignment 2
• Tutorials

Discipline Specific Knowledge and Skills

Our graduates will take with them the intellectual development, depth and breadth of knowledge, scholarly understanding, and specific subject content in their chosen fields to make them competent and confident in their subject or profession. They will be able to demonstrate, where relevant, professional technical competence and meet professional standards. They will be able to articulate the structure of knowledge of their discipline, be able to adapt discipline-specific knowledge to novel situations, and be able to contribute from their discipline to inter-disciplinary solutions to problems.

This graduate capability is supported by:

Learning outcomes

• Be able to demonstrate understanding of the core functionalities of a game engine
• Be able to apply the principles of game design to produce intermediate-level game designs
• Be able to use a commercial game engine to implement static environments and intermediate-level game functionality/designs
• Be able to use the principles of game design to analyse and critique the design of existing games
• Be able to produce appropriate documents accompanying and explaining the design of a game in a commercial game engine
• be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

Assessment tasks

• Game Design Quiz
Problem Solving and Research Capability

Our graduates should be capable of researching; of analysing, and interpreting and assessing data and information in various forms; of drawing connections across fields of knowledge; and they should be able to relate their knowledge to complex situations at work or in the world, in order to diagnose and solve problems. We want them to have the confidence to take the initiative in doing so, within an awareness of their own limitations.

This graduate capability is supported by:

**Learning outcomes**

- Be able to apply the principles of game design to produce intermediate-level game designs
- be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

**Assessment task**

- Assignment 2

Creative and Innovative

Our graduates will also be capable of creative thinking and of creating knowledge. They will be imaginative and open to experience and capable of innovation at work and in the community. We want them to be engaged in applying their critical, creative thinking.

This graduate capability is supported by:

**Learning outcomes**

- Be able to apply the principles of game design to produce intermediate-level game designs
- be able to plan and carry out playtesting and use the results of playtesting to refine designs and implementations

**Assessment tasks**

- Assignment 1
- Assignment 3
Effective Communication

We want to develop in our students the ability to communicate and convey their views in forms effective with different audiences. We want our graduates to take with them the capability to read, listen, question, gather and evaluate information resources in a variety of formats, assess, write clearly, speak effectively, and to use visual communication and communication technologies as appropriate.

This graduate capability is supported by:

Learning outcomes

• Be able to use the principles of game design to analyse and critique the design of existing games
• Be able to produce appropriate documents accompanying and explaining the design of a game in a commercial game engine

Assessment tasks

• Assignment 1
• Assignment 2
• Assignment 3
• Tutorials

Extensions and Late Submission

If assessable work is not submitted by the due date than 10% will be subtracted from the mark awarded for that work for each working day that the submission is late, up to a maximum of five working days. Submissions after that date will be awarded a mark of 0.

Extensions of time may be awarded to avoid the above penalty. Students will need to submit a request for special consideration. They should also contact the unit convenor as soon as possible.

Unit-level Standards

Pass

Some ability to implement simple gameplay mechanics in a commercial game engine.
Able to create a basic level of documentation of game play mechanics and designs.
Produce designs that demonstrate:
proficiency with basic game design concepts from previous study
in part, good pacing and flow from appropriate spatial and temporal distribution of game elements
in part, an ability to integrate characters and story into a game design, where appropriate
in part, good use of lighting, sound, texture, etc

Produce limited implementations, in a commercial game engine, of their designs.
Demonstrate a limited ability to plan and carry out playtesting of designs and apply the results of the playtesting to improve designs.
Demonstrate noticeable evidence of being able to discuss and critique game designs and design elements in terms of the design concepts studied in the unit and from previous study.

**Credit**

Able to implement simple gameplay mechanics in a commercial game engine.
Able to create thorough documentation of game play mechanics and designs.
Produce designs that demonstrate:

- proficiency with basic game design concepts from previous study
- substantial good pacing and flow from appropriate spatial and temporal distribution of game elements
- substantial ability to integrate characters and story into a game design, where appropriate
- substantial good use of lighting, sound, texture, etc
- at least some creativity and innovation

Produce implementations, in a commercial game engine, of their designs.
Demonstrate an ability to effectively plan and carry out playtesting of designs and apply the results of the playtesting to improve designs.
Demonstrate substantial evidence of being able to discuss and critique game designs and design elements in terms of the design concepts studied in the unit and from previous study.

**Distinction**

Able to implement a range of gameplay mechanics in a commercial game engine.
Able to create thorough documentation of game play mechanics and designs.
Produce designs that demonstrate:
• proficiency with basic game design concepts from previous study
• sustained good pacing and flow from appropriate spatial and temporal distribution of game elements
• sustained ability to integrate characters and story into a game design, where appropriate
• sustained good use of lighting, sound, texture, etc
• significant creativity and innovation

Produce implementations in a commercial game engine of their designs.

Demonstrate a sustained ability to effectively plan and carry out playtesting of designs and apply the results of the playtesting to improve designs.

Demonstrate sustained evidence of being able to discuss and critique game designs and design elements in terms of the design concepts studied in the unit and from previous study, with noticeable originality and insight in evaluation and analysis.

High Distinction
Able to implement a range of gameplay mechanics in a commercial game engine.

Able to create thorough documentation of game play mechanics and designs.

Produce designs that demonstrate

• proficiency with basic game design concepts from previous study
• sustained good pacing and flow from appropriate spatial and temporal distribution of game elements
• sustained ability to integrate characters and story into a game design, where appropriate
• sustained good use of lighting, sound, texture, etc
• sustained, high-level, creativity and innovation

Produce implementations, in a commercial game engine, of their designs.

Demonstrate a sustained ability to effectively plan and carry out playtesting of designs and apply the results of the playtesting to improve designs.

Demonstrate sustained evidence of being able to discuss and critique game designs and design elements in terms of the design concepts studied in the unit and from previous study, with substantial originality and insight in evaluation and analysis.
What Has Changed
Since the last offering of this unit we have

- reordered and revised the lecture content
- reduced the amount of lectures and extended the tutorials