COMP3150

Games Project A

Session 1, In person-scheduled-weekday, North Ryde 2023

School of Computing

Contents

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General Information

Unit convenor and teaching staff
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Credit points
10

Prerequisites
130cp at 1000 level or above including (COMP2150 or COMP260 or COMP2160)

Corequisites

Co-badged status

Unit description
Students will work in groups to create a video game using a commercial-level game engine. This will enable them to apply their previously acquired skills in video game design and development to a substantial project. Teams will be expected to develop their own concept for the game and validate it through the production of a vertical slice. This will require creative design, the production of supporting documentation, quality control, and other associated skills and concepts. Teams will be expected to produce a compelling game proposal and meet regular agreed milestones as well as producing game documentation and conducting playtesting to evaluate their game prototype.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at https://www.mq.edu.au/study/calendar-of-dates

Learning Outcomes

On successful completion of this unit, you will be able to:

ULO1: Apply agile development processes (prototyping and playtesting) to complete concept and pre-production phases of a video game design and development project.

ULO2: Establish a self-managing team and practise shared accountability to deliver on agreed milestones.

ULO3: Communicate the target experience and core mechanics of a game design to a variety of audiences in both oral and written form.

ULO4: Design the core mechanics of a game in order to achieve a desired player experience.

ULO5: Independently reflect on and research game design and development roadblocks in order to overcome early production challenges with creative solutions.

ULO6: Conduct user research to evaluate game prototypes and find areas for improvement.

ULO7: Evaluate your own performance through self-reflection.

General Assessment Information

Peer Assessment

The group-work component of the assessment (Project Plan & Design Document, Milestones, Playtesting Plan & Document) will be marked in common for all group members, however individual marks will be modulated based on peer assessment feedback regarding contributions and performance.

All work submitted should be readable and presented in a professional format to industry standards.

Policy on Late Assessment

Students enrolled in session based units with written assessments will have the following late penalty applied. Please see https://students.mq.edu.au/study/assessment-exams/assessments for more information.

Unless a Special Consideration request has been submitted and approved, a 5% penalty (of the total possible mark) will be applied each day a written assessment is not submitted, up until the 7th day (including weekends). After the 7th day, a grade of '0' will be awarded even if the assessment is submitted. Submission time for all written assessments is set at **11:55 pm**. A 1-hour grace period is provided to students who experience a technical concerns.

For any late submission of time-sensitive tasks, such as scheduled tests/exams, performance assessments/presentations, and/or scheduled practical assessments/labs, students need to submit an application for Special Consideration.

Assessments where Late Submissions will be accepted

In this unit, late submissions will be accepted as follows:

- Milestones – YES, Standard Late Penalty applies
- Elevator Pitch - NO, unless Special Consideration is granted
- Pitch - NO, unless Special Consideration is granted
- Project Plan – YES, Standard Late Penalty applies
- Playtesting Plan – YES, Standard Late Penalty applies
- Final Report – YES, Standard Late Penalty applies
- Final Game – YES, Standard Late Penalty applies
- Playtesting Report – YES, Standard Late Penalty applies
- Postmortem – YES, Standard Late Penalty applies

Assessment Tasks

Name	Weighting	Hurdle	Due
Milestones	24%	No	Weeks 5-14
Playtesting report	10%	No	Jun 10
Pitch	5%	No	Mar 4
Project Plan	5%	No	Mar 18
Design Document	15%	No	Jun 10
Vertical Slice	15%	No	Jun 3
Playtesting plan	5%	No	Apr 22
Post-mortem	15%	No	Jun 17
Elevator Pitch	6%	No	Feb 25

Milestones

Assessment Type [1]: Project
Indicative Time on Task [2]: 40 hours
Due: **Weeks 5-14**
Weighting: **24%**

A series of milestone reports describing allocation of tasks to individual team members and reporting on your progress both as individuals and as a team.

On successful completion you will be able to:

- Apply agile development processes (prototyping and playtesting) to complete concept and pre-production phases of a video game design and development project.
- Establish a self-managing team and practise shared accountability to deliver on agreed milestones.

Playtesting report

Assessment Type [1]: Qualitative analysis task
Indicative Time on Task [2]: 10 hours
Due: **Jun 10**
Weighting: **10%**

A report describing the outcomes of the playtesting process and how the results influenced the design.

On successful completion you will be able to:

- Conduct user research to evaluate game prototypes and find areas for improvement.

Pitch

Assessment Type [1]: Presentation
Indicative Time on Task [2]: 7 hours
Due: **Mar 4**
Weighting: **5%**

A group presentation pitching a game idea to an audience of industry professionals for feedback & criticism.

On successful completion you will be able to:

- Communicate the target experience and core mechanics of a game design to a variety of audiences in both oral and written form.
- Design the core mechanics of a game in order to achieve a desired player experience.
- Independently reflect on and research game design and development roadblocks in order to overcome early production challenges with creative solutions.
- Conduct user research to evaluate game prototypes and find areas for improvement.

Project Plan

Assessment Type [1]: Report
Indicative Time on Task [2]: 7 hours
Due: **Mar 18**
Weighting: **5%**

A written project plan that iterates on your pitch, incorporating feedback from industry, and also including details of how you plan to work together as a group to achieve your vision.

On successful completion you will be able to:
- Apply agile development processes (prototyping and playtesting) to complete concept and pre-production phases of a video game design and development project.
- Establish a self-managing team and practise shared accountability to deliver on agreed milestones.
- Communicate the target experience and core mechanics of a game design to a variety of audiences in both oral and written form.
- Design the core mechanics of a game in order to achieve a desired player experience.
- Independently reflect on and research game design and development roadblocks in order to overcome early production challenges with creative solutions.

Design Document

Assessment Type [1]: Design Task
Indicative Time on Task [2]: 10 hours
Due: **Jun 10**
Weighting: **15%**

A report thoroughly describing of the final game mechanics of the game, justified in terms of the effect they are intended to achieve.

On successful completion you will be able to:
- Communicate the target experience and core mechanics of a game design to a variety of audiences in both oral and written form.
- Design the core mechanics of a game in order to achieve a desired player experience.
- Independently reflect on and research game design and development roadblocks in

order to overcome early production challenges with creative solutions.

Vertical Slice

Assessment Type [1]: Creative work
Indicative Time on Task [2]: 0 hours
Due: **Jun 3**
Weighting: **15%**

Final game prototype demonstrating a vertical slice of gameplay to industry representatives.

On successful completion you will be able to:
- Design the core mechanics of a game in order to achieve a desired player experience.
- Independently reflect on and research game design and development roadblocks in order to overcome early production challenges with creative solutions.

Playtesting plan

Assessment Type [1]: Qualitative analysis task
Indicative Time on Task [2]: 10 hours
Due: **Apr 22**
Weighting: **5%**

A report describing your plans for the playtests you intend to conduct on your game.

On successful completion you will be able to:
- Conduct user research to evaluate game prototypes and find areas for improvement.

Post-mortem

Assessment Type [1]: Reflective Writing
Indicative Time on Task [2]: 10 hours
Due: **Jun 17**
Weighting: **15%**

A reflective report describing what went well and what went badly in both the final game design and in the process of working as a team.

On successful completion you will be able to:

- Apply agile development processes (prototyping and playtesting) to complete concept and pre-production phases of a video game design and development project.
- Establish a self-managing team and practise shared accountability to deliver on agreed milestones.
- Evaluate your own performance through self-reflection.

Elevator Pitch

Assessment Type [1]: Presentation
Indicative Time on Task [2]: 4 hours
Due: **Feb 25**
Weighting: **6%**

A pitch for a novel game idea to the class in a 2 minute oral presentation.

On successful completion you will be able to:

- Communicate the target experience and core mechanics of a game design to a variety of audiences in both oral and written form.

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[1] If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the Writing Centre for academic skills support.

[2] Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

Classes

Classes will largely focus on a mix of presentations/pitches, Scrum-style consultations with the lecturers, milestone demonstrations and playtesting. The class schedule will be published on iLearn.

Required and Recommended Texts

There is no prescribed text for this unit. However we recommend:

- **Agile Game Development with Scrum**, by Clinton Keith. Addison-Wesley Professional; 1 edition (June 2, 2010) ISBN-13: 978-0321618528
- **The Game Production Toolbox**, by H. M. Chandler, CRC Press, ISBN-13: 978-1-138-34170-8

Unit Website

Please login to iLearn at http://ilearn.mq.edu.au/

Technologies Used and Required

The technologies used will depend on the needs of your project. You will have access to the games lab computers and the software on them, which will feature the Unity game development engine and other creative tools. See iLearn for the version of Unity used on the lab computers. Extra required software may be added to these computers if a good case can be made for it.

Although dependent on the needs and scope of your group's project, there will likely be a need for the use of personal computing devices and software to support game development (for example, when the lab is not open/available). Sourcing and compatibility with the provided lab resources will be students' responsibility.

Unit Schedule

Week	Class Topic
1	Unit Intro and Agile Project Management for Game Development
2	Elevator Pitches
3	Full Game Pitches
4	Milestone 1 Demonstrations (A Groups)
5	Milestone 1 Demonstrations (B Groups)
6	Milestone 2 Demonstrations (A Groups)
7	Milestone 2 Demonstrations (B Groups)
	Mid Semester Break (Milestone 3 Development & Playtesting)
8	No Class (Milestone 3 Development & Playtesting)
9	Milestone 4 Demo's & Playtesting (A Groups)
10	Milestone 4 Demo's & Playtesting (B Groups)
11	Milestone 5 Demo's & Playtesting (A Groups)
12	Milestone 5 Demo's & Playtesting (B Groups)
13	Group Demonstrations of Games

Policies and Procedures

Macquarie University policies and procedures are accessible from Policy Central (https://policies.mq.edu.au). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- Academic Appeals Policy
- Academic Integrity Policy
- Academic Progression Policy
- Assessment Policy
- Fitness to Practice Procedure
- Assessment Procedure
- Complaints Resolution Procedure for Students and Members of the Public
- Special Consideration Policy

Students seeking more policy resources can visit Student Policies (https://students.mq.edu.au/support/study/policies). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

To find other policies relating to Teaching and Learning, visit Policy Central (https://policies.mq.edu.au) and use the search tool.

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mq.edu.au/admin/other-resources/student-conduct

Results

Results published on platform other than eStudent, (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in eStudent. For more information visit ask.mq.edu.au or if you are a Global MBA student contact globalmba.support@mq.edu.au

Academic Integrity

At Macquarie, we believe academic integrity – honesty, respect, trust, responsibility, fairness and courage – is at the core of learning, teaching and research. We recognise that meeting the expectations required to complete your assessments can be challenging. So, we offer you a range of resources and services to help you reach your potential, including free online writing and maths support, academic skills development and wellbeing consultations.

Student Support

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

The Writing Centre

The Writing Centre provides resources to develop your English language proficiency, academic writing, and communication skills.

- Workshops
- Chat with a WriteWISE peer writing leader
- Access StudyWISE
- Upload an assignment to Studiosity
- Complete the Academic Integrity Module

The Library provides online and face to face support to help you find and use relevant information resources.

- Subject and Research Guides
- Ask a Librarian

Student Services and Support

Macquarie University offers a range of Student Support Services including:

- IT Support
- Accessibility and disability support with study
- Mental health support
- Safety support to respond to bullying, harassment, sexual harassment and sexual assault
- Social support including information about finances, tenancy and legal issues
- Student Advocacy provides independent advice on MQ policies, procedures, and processes

Student Enquiries

Got a question? Ask us via AskMQ, or contact Service Connect.

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

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

Changes from Previous Offering

No major changes from previous offerings.