



COMP3151

Games Project B

Session 2, In person-scheduled-weekday, North Ryde 2026

School of Computing

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General Information

Unit convenor and teaching staff

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Lecturer/Mentor

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Credit points

10

Prerequisites

COMP3150

Corequisites

Co-badged status

Unit description

Students will continue their group work to produce 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 progress a game from its prototype state through the production stage in order to prepare it for publication. This will require knowledge and skills relevant to game design, production, development, quality assurance, and marketing. Teams will be expected to produce a compelling project plan and meet regular agreed milestones as well as producing game documentation and promoting their game.

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 production and publication of a video game design and development project.

ULO2: Contribute to iterative improvement of team project management processes to improve production efficiency and deliver on agreed milestones.

ULO3: Communicate the final vision for the design of a game, including player experiences, learning and progression, through both oral presentation and written documentation.

ULO4: Design the progression mechanics of a game to scaffold player learning and retain engagement for the duration of the game.

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

ULO6: Conduct user research to evaluate the extent to which your game meets its design goals, and quality assurance to prepare it for release.

ULO7: Strategise options for the deployment and monetisation of a video game.

General Assessment Information

Assessment Latest Release Dates

- Game Production Greenlight Proposal – Wednesday July 29th
- Alpha Build – Wednesday August 5th
- Industry Release Portfolio – Wednesday September 9th

Individual/Group Submissions and Peer Assessment

All assessments include both group and individual submission requirements. Individual marks for group-submitted components of assessment will be moderated based on individual contributions, as reported in the group submission and observed/communicated in the in-person production meetings in workshops, as well as individual peer assessment submissions. Failure to submit individual peer assessments in a timely manner impedes this process and will result in penalties to a student's individual mark for the related assessment.

Requirements to pass this unit:

To pass this unit you must:

- Achieve a total mark equal to or greater than 50%.

Late Assessment Submission Policy

Unless a Special Consideration request has been submitted and approved, a 5% penalty (of the total possible mark of the task) will be applied for each day a written report or presentation 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. The submission time for all

uploaded assessments is **11:55pm**. A 1-hour grace period will be provided to students who experience a technical concern. For any late submission of time-sensitive tasks, such as scheduled tests/exams, performance assessments/presentations, and/or scheduled practical assessments/labs, please apply for [Special Consideration](#). For example, if the assignment is worth 50 marks (of the entire unit) and your submission is late by 19 hours (or up to 23 hours 59 minutes 59 seconds), 2.5 marks (5% of 50 marks) will be deducted. If your submission is late by 24 hours (or up to 47 hours 59 minutes 59 seconds), 5 marks (10% of 50 marks) will be deducted, and so on.

Assessments where Late Submissions will be accepted

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

- Game Production Greenlight Proposal – NO, unless Special Consideration is Granted
- Alpha Build – NO, unless Special Consideration is Granted
- Industry Release Portfolio – YES, Standard Late Penalty applies

Special Consideration

The [Special Consideration Policy](#) aims to support students who have been impacted by short-term circumstances or events that are serious, unavoidable and significantly disruptive, and which may affect their performance in assessment. If you experience circumstances or events that affect your ability to complete the assessments in this unit on time, please inform the convenor and submit a Special Consideration request through <http://connect.mq.edu.au/>.

Assessment Tasks

Name	Weighting	Hurdle	Due	Groupwork/Individual	Short Extension	AI Approach
Game Production Greenlight Proposal	20%	No	11/08/2026	Individual and Group	No	Observed
Alpha Build	30%	No	08/09/2026	Individual and Group	No	Open
Industry Release Portfolio	50%	No	03/11/2026	Individual and Group	No	Open

Game Production Greenlight Proposal

Assessment Type ¹: Professional task

Indicative Time on Task ²: 15 hours

Due: **11/08/2026**

Weighting: **20%**

Groupwork/Individual: Individual and Group

Short extension ³: No

AI Approach: Observed

Students will work in groups to develop a greenlight pitch to an audience of industry professionals for feedback and critique. The group submission will consist of a Publisher Presentation as well as a supporting draft Project Specifications Proposal document. Students will receive an individual mark based on itemised contributions towards the development of the pitch (to be included in the proposal document), an individual peer assessment submission, and assessment of individual contributions to the presentation.

On successful completion you will be able to:

- Contribute to iterative improvement of team project management processes to improve production efficiency and deliver on agreed milestones.
- Communicate the final vision for the design of a game, including player experiences, learning and progression, through both oral presentation and written documentation.
- Design the progression mechanics of a game to scaffold player learning and retain engagement for the duration of the game.
- Independently reflect on and research game design and development roadblocks in order to overcome late production challenges with creative solutions.
- Strategise options for the deployment and monetisation of a video game.

Alpha Build

Assessment Type ¹: Portfolio

Indicative Time on Task ²: 30 hours

Due: **08/09/2026**

Weighting: **30%**

Groupwork/Individual: Individual and Group

Short extension ³: No

AI Approach: Open

Students will work in groups to develop a multimedia portfolio containing the alpha build of the game, to be showcased in-class, accompanied by documentation outlining the finalised game specifications (and production progress on these items) as well as strategies for marketing and cybersecurity for the game's final stages of production leading up to publication. Students will receive an individual mark based on itemised contributions towards the development of the portfolio (to be included in the group document submission), an individual peer assessment submission, and assessment of individual contributions to the presentation.

On successful completion you will be able to:

- Apply agile development processes (prototyping and playtesting) to complete production and publication of a video game design and development project.
- Contribute to iterative improvement of team project management processes to improve

production efficiency and deliver on agreed milestones.

- Communicate the final vision for the design of a game, including player experiences, learning and progression, through both oral presentation and written documentation.
- Design the progression mechanics of a game to scaffold player learning and retain engagement for the duration of the game.
- Independently reflect on and research game design and development roadblocks in order to overcome late production challenges with creative solutions.
- Conduct user research to evaluate the extent to which your game meets its design goals, and quality assurance to prepare it for release.
- Strategise options for the deployment and monetisation of a video game.

Industry Release Portfolio

Assessment Type ¹: Portfolio

Indicative Time on Task ²: 53 hours

Due: **03/11/2026**

Weighting: **50%**

Groupwork/Individual: Individual and Group

Short extension ³: No

AI Approach: Open

A multimedia portfolio for the game's commercial release and students' industry transition. The group submission consists of the release version of the game as well as an Industry Grant Proposal seeking promotional funds for the game. Students will be expected to account for individual contributions and undertake peer assessment to support the awarding of an individual mark for their group submission. The portfolio also consists of an individual Industry Readiness Reflection submission (worth 15 individual marks), where students will reflect on game design, development and production activities undertaken throughout the project and their degree to highlight skills and competencies relevant to working in the games industry.

On successful completion you will be able to:

- Apply agile development processes (prototyping and playtesting) to complete production and publication of a video game design and development project.
- Contribute to iterative improvement of team project management processes to improve production efficiency and deliver on agreed milestones.
- Communicate the final vision for the design of a game, including player experiences, learning and progression, through both oral presentation and written documentation.
- Design the progression mechanics of a game to scaffold player learning and retain engagement for the duration of the game.
- Independently reflect on and research game design and development roadblocks in

order to overcome late production challenges with creative solutions.

- Conduct user research to evaluate the extent to which your game meets its design goals, and quality assurance to prepare it for release.
- Strategise options for the deployment and monetisation of a video game.

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
- [Academic Success](#) 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.

³ An automatic short extension is available for some assessments. Apply through the [Service Connect Portal](#).

Delivery and Resources

Classes

- Lectures run in weeks 1-3, 7 and 12-13.
- Workshops run in weeks 4-6 and 8-11.

Methods of Communication

Communication is largely through lectures and workshops, but please keep an eye on your university email and announcements on iLearn. Queries to convenors can either be saved for class, placed on the iLearn discussion board or sent to the unit convenor via the contact email on iLearn.

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, the software on them, and the peripherals available in the lab during class time (including controllers and VR equipment where relevant). Lab computers will feature the Unity and Unreal game development engine and other creative tools. Extra required software may be added to these computers if a good case can be made for it.

The use of personal computing devices and software to support game production and complete assessments (for example, when the lab is not open/available) will depend on project scope and assigned roles/tasks. Sourcing and compatibility with lab resources are students' responsibility, though teaching staff will aim to support access to hardware and tools where practicable.

Use of Generative AI

The use of Generative AI including LLMs and image generators is permitted in this unit where this use does not undermine the Learning Outcomes of the unit and specific assessment tasks. All use of Generative AI must be appropriately acknowledged, evidenced and referenced.

The particularities and affordances of Generative AI usage will vary between assessments. Please consult the assessment specifications of each task for details. Use of Generative AI that does not adhere to assessment-specific details may result in a breach of Academic Integrity.

For more information on the use of Generative AI in your studies, please see the FSE Gen AI module: https://ishare.mq.edu.au/prod/file/c6b0caa4-23dd-4372-b07d-5a03379fc3e8/1/FSE_Gen_AI-module.zip/content/index.html#/

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://policies.mq.edu.au) (<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) (<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) (<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 connect.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/>

Academic Success

[Academic Success](#) provides resources to develop your English language proficiency, academic writing, and communication skills.

- [Ask a Study Coach](#)
- [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 the [Service Connect Portal](#), or contact [Service Connect](#).

IT Help

For help with University computer systems and technology, visit <https://students.mq.edu.au/support/technology/service-desk>.

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

We value student feedback to be able to continually improve the way we offer our units. As such we encourage students to provide constructive feedback via student surveys, to the teaching staff directly, or via the FSE Student Experience & Feedback link in the iLearn page.

Student feedback from the previous offering of this unit was very positive overall, with students pleased with the opportunities for collaboration and the development of industry-relevant skills. As such, no major changes to the delivery of the unit is planned, however we are updating assessment descriptions to improve clarity and will continue to strive to improve the level of support and the level of student engagement.

Unit information based on version 2026.02 of the [Handbook](#)