

## Assignment Brief

<b>Qualification</b>	BTEC Level 3 Extended Diploma in IT
<b>Unit number and title</b>	Unit 22: Development Computer Games
<b>Learning aim(s)</b> (For NQF only)	<b>LO1:</b> Understand the impact of the gaming revolution on society <b>LO2:</b> Know the different types of computer game
<b>Assignment title</b>	Assignment 2: Computer Game Design
<b>Assessor</b>	Aquib Housein / Derek Peacock / Sampson Aneke
<b>Issue date</b>	29/01/18
<b>Hand in deadline</b>	16/02/18

<b>Vocational Scenario or Context</b>	You are working as a junior games developer for an IT Software company called IntelliGames. Following your presentation, your client has decided that she would like to see a game designed. You have been offered a co-worker to share the work load. Make sure that each element of the design is shared equally.
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<b>Task 1</b>	<p>The game should be playable on 7-10" tablets.</p> <p>The game needs to include:</p> <ul style="list-style-type: none"> <li>▪ a menu at the beginning with simple instructions explaining the controls</li> <li>▪ At least 3 levels of game play</li> <li>▪ Energy capsules which increase the abilities of the hero of the game in some way.</li> <li>▪ At least three different characters who will appear in the game who the hero needs to either avoid or eliminate after eating an energy capsule.</li> </ul> <p>The rest of the game design is up to you, but you need to ensure that your design is realistic and achievable.</p> <p>Create a <b>design document</b> of your game for the client. You will need to make sure that you plan the whole game and decide exactly how to play it. You will need to make</p>
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	<p>decisions about the health, power ups and scoring. These will help you to plan any necessary variables and constants that you need.</p> <p>In your <b>design document</b> you will need to following:</p> <ol style="list-style-type: none"> <li>1. A description of the game and how it works</li> <li>2. Use of Case Diagram or similar</li> <li>3. Use Case Specifications or similar</li> <li>4. Storyboards or Use Case Specifications with screen layouts</li> <li>5. Class Diagram(s) with return types and parameters defined</li> <li>6. Sequence and/or Activity Diagram(s) illustrating algorithms used.</li> </ol> <p>The documentation needs to be clear and thorough. You should also evaluate the design and identify improvements, omissions and inconsistencies <b>[P3, P7]</b>. For each class explain the choice of data types for the attributes <b>[M1]</b>.</p>
<b>Checklist of evidence required</b>	<ul style="list-style-type: none"> <li>• Design document, with notes</li> </ul>
<b>Criteria covered by this task:</b>	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
<b>P3</b>	Produce a design for a computer game for a given specification
<b>P7</b>	Produce technical documentation for a computer game
<b>M1</b>	Determine appropriate data types for a computer game and show how they are declared.

<b>Sources of information to support you with this Assignment</b>	<p><b>Textbooks</b></p> <p>BTEC Level 3 IT Book 1/2 Class handouts Unit Specification</p> <p><b>Submission</b></p> <ul style="list-style-type: none"> <li>• Electronic version via the Turnitin drop box</li> </ul>
<b>Other assessment materials attached to this Assignment Brief</b>	None