

Assignment Brief

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

Vocational Scenario or Context	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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Task 1	<p>The game should be playable on 7-10" tablets.</p> <p>The game needs to include:</p> <ul style="list-style-type: none"> ▪ a menu at the beginning with simple instructions explaining the controls ▪ At least 3 levels of game play ▪ Energy capsules which increase the abilities of the hero of the game in some way. ▪ 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. <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 design document 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 design document you will need to following:</p> <ol style="list-style-type: none"> 1. A description of the game and how it works 2. Use of Case Diagram or similar 3. Use Case Specifications or similar 4. Storyboards or Use Case Specifications with screen layouts 5. Class Diagram(s) with return types and parameters defined 6. Sequence and/or Activity Diagram(s) illustrating algorithms used. <p>The documentation needs to be clear and thorough. You should also evaluate the design and identify improvements, omissions and inconsistencies [P3, P7]. For each class explain the choice of data types for the attributes [M1].</p>
Checklist of evidence required	<ul style="list-style-type: none"> • Design document, with notes
Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
P3	Produce a design for a computer game for a given specification
P7	Produce technical documentation for a computer game
M1	Determine appropriate data types for a computer game and show how they are declared.
Sources of information to support you with this Assignment	<p>Textbooks</p> <p>BTEC Level 3 IT Book 1/2 Class handouts Unit Specification</p> <p>Submission</p> <ul style="list-style-type: none"> • Electronic version via the Turnitin drop box
Other assessment materials attached to this Assignment Brief	None