

## **Learning Outcomes**

Completion of this assignment demonstrates understanding of the following learning outcomes:

- Design environments with clearly indicated game challenges (time and intrinsic stress involved) and game balancing
- Formulate a theoretical game design to a specific brief, implementing effective game narrative and balancing

## **Academic Integrity**

Work created for this assessment must be your own and cannot be work previously submitted for any other course. When constructing your work you cannot copy a design from an **existing Intellectual Property** – this includes games, television/movies, or other visual media.

All work will be processed through a similarity detection system automatically.

## **Brief**

For this assignment you are tasked with designing a set of game mechanics and level designs for a new game. This will involve building the game world, outlining the core mechanics of the game and two levels that demonstrate the mechanics in play.

You have freedom to choose the game style and genre of your preference. However, your game mechanics and level designs must conform to the principles of good game design, including those related to mechanics design, flow, and level layout. You must also demonstrate appropriate consideration of video game conventions related to genre and the like. It is up to you to ensure that your chosen game design meets the requirements outlined in the assessment criteria

You must come up with a completely new idea than what was submitted for Assignment 1. You will not be required to submit any character or narrative designs as part of this assessment.

## Task

As part of your mechanics and level design document you are required to complete the following tasks:

### Mechanics Design:

You must design a **complete set of engaging game mechanics** containing:

- A brief description of the gameplay genre.
- A brief description of the game's goals.
- A detailed description of each of the game's mechanics including:
- All necessary information and calculations needed to be able to play the game.

**Recommended word count for section: 1000 – 2000 words**

### Level Design:

You must design **two well-constructed levels** each containing:

- A brief description of the level's goals.
- A drawing of the level layout including:
  - Clearly labelled start and end locations.
  - Clear indicators of how the player can move through the level.
  - Clearly labelled challenge locations.
  - Clearly labelled landmark locations.

*Note: You will not be assessed on your artistic ability, but rather your ability to visually represent your level. This can either be hand drawn or produced using computer drawing software (e.g. GIMP, Photoshop etc.).*

- Each of the game's mechanics as outlined above.
- A detailed description of the level including its micro goals, challenges, landmarks, and the use of the 'show, don't tell' rule.

**Recommended word count for section: 1000 – 2000 words**

### Critical Analysis:

You must write a **critical analysis** of the core game design concepts used in your game mechanic and level designs as outlined above including:

- A detailed discussion of how challenge and player skill were managed to achieve 'flow'.
- A detailed discussion of how balancing was applied, including if any dominant strategies are still present.
- A detailed discussion of the level layouts chosen.

- A detailed discussion of how difficulty was managed to achieve 'flow'.
- A detailed discussion of the genre conventions used.

**Recommended word count for section: 1000 - 2000 words (200-400 words per discussion point)**

### **Assessment Criteria**

Your assignment will be marked on the following criteria listed below. This is graded based on the quality of the submitted work as well as inclusion in the document.

#### **Game Mechanics Design (5 Marks)**

- Is an appropriate gameplay genre clearly specified?
- Is there an appropriate description of the game's goals?
- Is there an appropriate description of each of the game's mechanics?
- Are the game mechanics well balanced?
- Do the game mechanics appropriately portray genre conventions?

#### **Level Design (5 Marks)**

- Does each level include each of the game mechanics?
- Is there an appropriate drawing of each level's layout and its key locations?
- Does each level include an appropriate description of its goals and challenges?
- Is the difficulty of the level well managed?
- Does each level appropriately portray genre conventions?

#### **Critical Analysis (5 Marks)**

- Is there an appropriate discussion about challenge and player skill?
- Is there an appropriate discussion about balance and dominant strategies?
- Is there an appropriate discussion about level layouts?
- Is there an appropriate discussion about difficulty and 'flow'?
- Is there an appropriate discussion about the genre conventions used?

#### **Penalty (Up To -5 Marks)**

- Were any of the game's mechanics vague, incomplete, or otherwise unclear?
- Were any dominant strategies present that were not discussed in the critical analysis?