



FACULTY OF COMPUTING ENGINEERING and SCIENCE

Assessment Cover Sheet and Feedback Form 2015/16

Module Code: CS2S503	Module Title: Advanced Game Object Mod & Scripting	Module Lecturer: Gaius Mulley
Assignment Title and Tasks: Referral CW 2: Implementing a Board or Card Game		Assessment No. 2
No. of pages submitted in total including this page: Completed by the student		Word Count of submission Completed by the student
Date Set: - - 2016	Submission Date: 03 08 2016	Return Date: 05 09 2016

Part A: Record of Submission (to be completed by Student)

Extenuating circumstances:

If there are any exceptional circumstances that may have affected your ability to undertake or submit this assignment, make sure you contact the Advice Center on your campus prior to your submission deadline.

Fit to sit policy:

The University operates a fit to sit policy whereby you, in submitting or presenting yourself for an assessment, are declaring that you are fit to sit the assessment. You cannot subsequently claim that your performance in this assessment was affected by extenuating factors.

Plagiarism and Unfair Practice Declaration:

By submitting this assessment, you declare that it is your own work and that the sources of information and material you have used (including the internet) have been fully identified and properly acknowledged as required¹. Additionally, the work presented has not been submitted for any other assessment. You also understand that the Faculty reserves the right to investigate allegations of plagiarism or unfair practice which, if proven, could result in a fail in this assessment and may affect your progress.

Details of Submission:

Note that all work handled in after the submission date and within 5 working days will be capped at 40%². No marks will be awarded if the assessment is submitted after the late submission date unless extenuating circumstances are applied for and accepted (Advice Center to be consulted). An electronic copy of your work **must** be submitted via Blackboard. Your submitted electronic copy of your coursework **must** be a **single** file in the **pdf** format. All **all** other document formats **will** be ignored by the lecturer. You are responsible for checking the method of submission.

<p>You are required to acknowledge that you have read the above statements by writing your student numbers in the box opposite.</p>	<p>Student Number:</p>
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¹ University Academic Integrity Regulations

² Information on exclusions to this rule is available from Campus Advice Shops

IT IS YOUR RESPONSIBILITY TO KEEP A RECORD OF ALL WORK SUBMITTED

Part B: Marking and Assessment (to be completed by the Module Lecturer)

This assignment will be marked out of 100%

This assignment contributes to 25% of the total module marks.

This assignment is bonded.

Assessment task:

Your task is to write a report which discusses the implementation of a traditional board game or card game using Python and PyGame. You are not required to implement the board game, but you are required to consider the key aspects of implementation and provide an analysis of using PyGame and Python to solve this particular problem. Initially you must clearly explain the rules of the game you intend to study. Secondly you must explain which modules from PyGame you would use to implement various components of your chosen game. Lastly you must discuss the Python data structures which you would use to implement the game.

Your assignment must be your own work. You must cite all references.

Learning Outcomes to be assessed (as specified in the validated module descriptor <http://icis.glam.ac.uk>):

Understand game engines and be able to change, reintegrate and test game objects.

Learn how scripting controls the interaction of game objects and manages events.

Grading Criteria:

Fail (<40%)	A fail grade will be awarded for an answer which contains major errors and shows little understanding of the issues involved
Third (40%-49%)	A pass grade will be awarded for an answer which addresses the majority of points with few errors or omissions.
2:2 (50%-59%)	An average grade will be awarded for answers which contain no major errors or omissions.
2:1 (60%-69%)	A higher mark can be achieved if the work contains no major errors and also contains an analytical answer.
First (70%+)	A high grade will be awarded for work which includes the earlier criteria and contains a high quality analysis of issues from a range of source materials and makes some original contribution on the subject.

Grading Criteria:

Board game rules	20	
Application of PyGame	40	
Application of Python	40	

Section C: Marker's Feedback

Lecturer's comments:

Feedback will be emailed to you by or on the date of return.

Areas you have done well:

Please refer to the feedback email.

Feedback from this assessment to help you improve future assessments:

Please refer to the feedback email.

All marks are subject to confirmation by the Board of Examiners