



## FACULTY OF COMPUTING ENGINEERING and SCIENCE

### Assessment Cover Sheet and Feedback Form 2016/17

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| <b>Module Code:</b><br>CS3S609  | <b>Module Title:</b><br>Game Engine Design | <b>Module Lecturer:</b><br>Gaius Mulley                     |
| <b>Assignment Title and Tasks:</b><br>IOQuake3 Modifications                            |  | <b>Assessment No. 1</b>                                     |
| <b>No. of pages submitted in total including this page:</b><br>Completed by the student |  | <b>Word Count of submission</b><br>Completed by the student |
| <b>Date Set:</b><br>26 09 2016  | <b>Submission Date:</b><br>09 12 2016      | <b>Return Date:</b><br>20 01 2017                           |

#### 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 required<sup>1</sup>. 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%<sup>2</sup>. 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.

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

<sup>2</sup> 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 50% of the total module marks.

This assignment is bonded.

#### Assessment task:

The aim of this coursework is to extend the modifications to ioquake3 presented in lectures and tutorials. The rpc library should be extended to expose more of the ioquake3 botlib to the Python bot. For examples of which rpc calls you might like to implement, please see some of the ideas in the file: `ioquake-latest/ioquake/rpcdocs`. You are free to change the rpc api as much as you like.

Your report must consist of a program listing and a line by commentary of any changes/improvement that you make. Your documentation must also consist of a protocol diagram which clearly documents the remote procedure call mechanism as used in `botlib.py`. It should also provide python side rpc api documentation. Your assignment should not exceed 3000 words.

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

Critical understanding of the role of game engines and their advantages and disadvantages in game design.

Understand and evaluate the techniques used to implement a game engine.

#### Grading Criteria:

|                 |  |
|-----------------|--|
| Fail (<40%)     | A fail grade will be awarded for a submission which contains major errors and shows little understanding of the issues involved  |
| Third (40%-49%) | A pass grade will be awarded for an submission which addresses the majority of modification areas with few errors or omissions.  |
| 2:2 (50%-59%)   | An average grade will be awarded for submissions which contain modifications to all client side aspects.   |
| 2:1 (60%-69%)   | A higher mark can be achieved if the work contains a cohesive theme to modification and some server side changes.  |
| First (70%+)    | A high grade will be awarded for work which includes the earlier criteria and contains a high amount of independent thought, practical application and original contribution on the subject. |

| <b>Grading Criteria:</b>   |    |  |
|----------------------------|----|--|
| Coding modifications       | 60 |  |
| Documentation/improvements | 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**