



UNIVERSITY OF GLAMORGAN

Assessment Cover Sheet and Feedback Form

All of the relevant sections of Part A and Part B **MUST** be completed by the student and the form submitted with the assignment on or by the required submission date.

Please note that you should always keep a copy of your assignment

PART A: RECORD OF SUBMISSION

Record of Submission and Plagiarism Declaration:

I declare that this assignment is my own work and that the sources of information and material I have used (including the internet) have been fully identified and properly acknowledged as required in the referencing guidelines provided.

You are required to acknowledge that you have read the above statement by writing your student number(s) here:

Student Number:

Module Code: CS2S03	Module Title: Advanced Game Object Modification And Scripting	Lecturer: Gaius Mulley
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Assessment Title: Quake Modifications

You can choose to modify either the Quake 1 engine or the Quake 3 engine for either or both of the coding and texturing modifications. You should modify the darkplaces engine or the ioquake engine, both of which build reliably on the Fedora Core 8 clients. Remember to switch off desktop effects before running any of the quake engines. It is suggested that you start small, by making modifications similar to the petrol blood modifications currently in place in the lab. Once you have gained the experience of building the quake source and making minor changes you could progress to slightly more ambitious changes.

Your report must consist of a program listing and a line by commentary of any changes/improvement that you make. You must also document any changes to the sound or images. Finally you should provide a section in your report titled: future changes. Your assignment should not exceed 1500 words.

Assignment No. 2

No. of pages submitted in total including this page:

Word Count:

Date Set: 03 03 2008

Submission Date: 28 04 2008

Return Date: 26 05 2008

Details of Submission:

- All coursework should be submitted in accordance with the date indicated on the front cover sheet. Hand in at start of lecture.
- **IT IS YOUR RESPONSIBILITY TO KEEP A RECORD OF ALL WORK SUBMITTED.**
- An electronic copy of your work should be deposited in the 'Drop Box' within the relevant module in Blackboard. This provides you with an electronic receipt of the submission.
- Work should also be submitted to the member of academic staff responsible for setting your work (Hand in at start of lecture).
- Work not submitted to the lecturer responsible may, **exceptionally**, be submitted to the reception of the Faculty Office which is on the 2nd Floor of the Rhondda Building (G221) where a receipt will be issued.

Please note that assignments may only be submitted at the following specific times

10.00-12.00 and 14.00-16.00 hrs Monday to Thursday
and
10.00-12.00 and 14.00-15.30 hrs Friday

Please note that no marks will be awarded if the assignment is submitted after the submission date.

This assignment will be marked out of 100%

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

This is a non bonded assignment i.e. it is not linked to a particular learning outcome.

Mitigating Circumstances: If there are any exceptional circumstances which may have affected your ability to undertake or submit this assignment, please make sure you contact the Faculty Advice Shop on 01443 482540 (G221).

PART B: MARKING & ASSESSMENT

<i>Learning Outcomes</i>		
<p>This assignment addresses the following learning outcomes of the module:</p> <p>Understand game engines and be able to change, reintegrate and test game objects.</p> <p>Learn how scripting controls the interaction of game objects and manages events.</p>		
<i>Hours of Work</i>		Number of Hours
1. Number of hours of work that this assignment should take:		25
2. Please indicate the number of hours actually taken:		
<i>Marking Scheme</i>		Marks Available Marks Awarded
Coding modifications		30
Texture modifications		20
Documentation/improvements		50

ASSESSMENT CRITERIA

Performance Level	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.

PART C: FOR COMPLETION BY THE STUDENT

Proof Reading Please indicate that you have checked the:	Spelling (inc. spell-checking)	Y/N
	Punctuation (inc. correct use of apostrophies)	Y/N
	Paragraphs (NB: one sentence is not a paragraph)	Y/N
	Citations and References (do they correspond?)	Y/N
	Esthetically pleasing typography. (Use of fonts, no widows or orphans etc.)	Y/N

PLEASE ASSESS ASPECTS OF YOUR WORK	For each of the marking criteria, you are required to assess whether you feel that you have completed it:				
	Very well	Well	Adequately	Poorly	Very Poorly
Coding modifications					
Texture modifications					
Documentation/improvements					

Do YOU CONSIDER YOUR WORK WORTH:	70 or more	60-69	50-59	40-49	39 or less
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PART D: MARKER'S FEEDBACK

Lecturer's Comments:

AREAS TO CONCENTRATE ON NEXT TIME:

English	Spelling	Grammar	Punctuation	Paragraphs/Sentances
Layout	Titles	Subtitles	Blank Spaces	Typography
Technical	Citation	Referencing		
Lecture's signature:			Date:	Mark awarded:

All marks are subject to confirmation by the Board of Examiners

**UNIVERSITY OF GLAMORGAN
FACULTY OF ADVANCED TECHNOLOGY**

2008

INTERNAL MARKING MODERATION FORM

COURSEWORK DETAILS

Module Code: CS2S03

Module Title: Advanced Game Object

Modification And Scripting

Coursework Title: Quake Modifications

Date of Issue: 03 03 2008

Submission Date: 28 04 2008

Module Leader and Lecturer: Gaius Mulley

Percentage contribution to final mark: 25%

MODERATORS COMMENTS

Checklist: Conformity with standard frontsheet (Yes)

Student instructions including outline marks per section (Yes)

Appropriate marking schemes (Yes)

Level/Academic standard of work (Yes)

Module outcomes are being assessed (Yes)

Appropriate time to complete (Yes)

General Comments:

Coursework looks to be interesting and of an appropriate standard.

Internal Moderator: John Hanlon

Signature of Moderator:

Date: 26 02 2008

Response and Action to Moderators Comments:

Thank you

Signature of examiner: Gaius Mulley

Date: 26 02 2008

Final Signature of Internal Moderator:

Date: 26 02 2008

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2008

EXTERNAL EXAMINER COURSEWORK MODERATION FORM

COURSEWORK DETAILS

Module Code: CS2S03
Modification And Scripting

Module Title: Advanced Game Object

Coursework Title: Quake Modifications

Date of Issue: 03 03 2008

Submission Date: 28 04 2008

Module Leader and Lecturer: Gaius Mulley

Percentage contribution to final mark: 25%

EXTERNAL EXAMINER'S COMMENTS

Signature of External Examiner:

Date:

Response by Examiner to External Examiners Comments:

Signature of Examiner:

Date:

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INTERNAL MARKING MODERATION FORM

Module Code: CS2S03
Modification And Scripting

Module Title: Advanced Game Object

Module Leader: Gaius Mulley

Assessment: Coursework 2 (25%)

MODERATORS COMMENTS

Sampling undertaken: Yes

Scripts sampled: 6

Scripts in total: 15

General Comments: Fine

Checklist: Scripts marked to outline marks per section (Yes)
Level of marking appropriate (Yes)

Moderator: John Hanlon

Signature of Moderator:

Date: 26 05 2008

Response and Action to Moderators Comments:

ok, thank you

Signature of Module Leader:

Date: 26 05 2008

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EXTERNAL MARKING MODERATION FORM

EXTERNAL EXAMINER'S COMMENTS

Examiner:

Signature of Examiner:

Date: