Final mark awarded:_____

University of South Wales
Prifysgol De Cymru

FACULTY of COMPUTING, ENGINEERING & SCIENCE

Assessment Cover Sheet and Feedback Form 2016/17

Module CS2S566	Module Title: Tool Dev for Computer Games	Module Lecturer: Dr Gaius Mulley
Assessment Title and Tasks: Donkey Kong x2		Assessment No. 1
No. of pages submitted in total including this page: Completed by student		Word Count of submission (if applicable): Completed by student
Date Set: 26/9/2016	Submission Date: 9/12/2016	Return Date:20/1/2017

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 Centre 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[1]. 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.

Intellectual Property and Retention of Student Work:

You understand that the University will retain a copy of any assessments submitted electronically for evidence and quality assurance purposes; requests for the removal of assessments will only be considered if the work contains information that is either politically and/or commercially sensitive (as determined by the University) and where requests are made by the relevant module leader or dissertation supervisor.

Details of Submission:

Note that all work handed 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 Centre to be consulted).

You are required to acknowledge that you have read the above statements by writing your student number(s) in the box:	Student Number(s):

1University Academic Misconduct Regulations

2Information on exclusions to this rule is available from the Advice Centre at each Campus

IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED

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

Assessment Task:

Your coursework consists of three components. Firstly implement a simple Donkey Kong game for the first level only in Python and Pygame, you may use circles/squares to represent barrels and the player. You can change the colour of the player to represent a change in state.

Secondly implement this game again using Python and the Physics game engine PGE. PGE is alpha code and you might expose bugs within the library. In industry you might be asked to use preproduction code and/or write a simple program as a test harness. If you do find a bug you should document it carefully and include the bug report as part of the coursework submission in your report.

Finally you should include a comparison of the two techniques in your report and also include any bug reports in this section.

Your report must consist of a program listing and a line by commentary of all your code. Your report should not exceed 2000 words excluding code.

Learning Outcomes to be assessed (as specified in the validated module descriptor https://icis.southwales.ac.uk/):

To identify the functional and non-functional requirements of a game engine/game design.

Apply relevant software engineering techniques to develop applications to generate data for use in a game engine.

Grading Criteria:

A fail grade will be awarded for a submission which contains major errors and shows little understanding of the issues involved

A pass grade will be awarded for an submission which addresses the majority of areas with few errors or omissions.

An average grade will be awarded for submissions which contain a basic implementation.

A higher mark can be achieved if the work contains a good implementation and the start of independent thought in the coursework.

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.

Your work will be marked out of 100% and broken down in the following categories:

Impl & Doc of DK in Python/Pygame	**40%**
Impl & Doc of DK in Python/PGE	**30%**
Bug reports and Comparison of two techniques	**30%**

Feedback/feed-forward (linked to assessment criteria):

- Areas where you have done well:

- Feedback from this assessment to help you to improve future assessments:

- Other comments

Mark:	**Marker's Signature:**	**Date:**

☐ **Work on this module has been marked, double marked/moderated in line with USW procedures.**

Provisional mark only: subject to change and/or confirmation by the Assessment Board

Part C: Reflections on Assessment (to be completed by student – optional)	
Use of previous feedback: In this assessment, I have taken/took note of the following points in feedback on previous work:	
Please indicate which of the following you feel/felt applies/applied to your submitted work • A reasonable attempt. I could have developed some of the sections further. ☐ • A good attempt, displaying my understanding and learning, with analysis in some parts. ☐ • A very good attempt. The work demonstrates my clear understanding of the learning supported by relevant literature and scholarly work with good analysis and evaluation. ☐ • An excellent attempt, with clear application of literature and scholarly work, demonstrating significant analysis and evaluation. ☐	
What I found most difficult about this assessment:	
The areas where I would value/would have valued feedback:	