University of South Wales
Prifysgol De Cymru

Faculty of Computing, Engineering and Science

Assessment Cover Sheet and Feedback Form - Resit 2021-22

Module Code:	Module Title:	Module Team:
CS3S665	Game Engine Design	Gaius Mulley
Assessment Title and Tasks: Practical Coursework 2		Assessment No. 2
Date Set: 01-Jul-2022 00:00	Submission Date: 05-Aug-2022 23:59	Return Date: 09-Sep-2022 23:00

IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED

Marking and Assessment
This assignment will be marked out of 100% This assignment contributes to 50% of the total module marks.
Learning Outcomes to be assessed (as specified in the validated module descriptor https://icis.southwales.ac.uk/): 1) To critically evaluate the techniques that underpin modern game engines 2) To be able to justify techniques used in the design, development and evaluation of game engine and gameplay code
Provisional mark only: subject to change and / or confirmation by the Assessment Board

Coursework task

Your task is to implement a small game with PGE. You should aim to change PGE in some way and make these changes accessible from Python3. See the course notes and tutorials on how this can be achieved.

The changes will be marked on their merits and you must supply a git diff

of the repository. There are a few demo games built using PGE in the documentation:

http://floppsie.comp.glam.ac.uk/Southwales/gaius/pge/homepage.html

which might be useful as a starting point. You should use the vmware image to complete this work which is described in the notes:

http://floppsie.comp.glam.ac.uk/Southwales/gaius/gameengine/2-2.html

Marking Scheme:

	Fail	Narrow Fail	3rd Class / Pass	Lower 2nd Class / Pass	Upper 2nd Class / Merit	1st Class / Distinction
Complexity of the implementation changes 50%	• Very poor Complexity of the implementation changes	• Poor Complexity of the implementation changes	• Satisfactory Complexity of the implementation changes. A single feature was changed. Some obvious code weaknesses exist, but the overall direction was sensible	• Good Complexity of the implementation changes. Sensible changes attempted, code contains some errors but is along the correct path	• Very good Complexity of the implementation changes. Interesting and effective changes made either visually or structurally	• Excellent Complexity of the implementation changes. Code contains independent ideas and is well crafted
Documentation /Commentary 30%	• Very poor Documentation /Commentary	• Poor Documentation /Commentary	• Satisfactory Documentation /Commentary. The commentary addresses some of the areas with errors and omissions	• Good Documentation /Commentary. The commentary addresses the majority of areas with a few errors or omissions	• Very good Documentation /Commentary. The commentary addresses the majority of areas with no major errors or omissions	• Excellent Documentation /Commentary. The commentary contains a high amount of independent thought and also all the major areas are covered without errors
code quality 20%	• Very poor code quality	• Poor code quality	• Satisfactory code quality	• Good code quality	• Very good code quality	• Excellent code quality