University of South Wales
Prifysgol De Cymru

Faculty of Computing, Engineering and Science

Assessment Cover Sheet 2020-21

Module Code:	Module Title:	Module Team:
CS2S566	Tool Development for Computer Games	Gaius Mulley
Assessment Title:		**Assessment No.:**
Python/Pygame and Missile command *Your task is to write an implementation of missile command suitable for running on a desktop computer using Python/Pygame and mouse as its primary input. You should ignore gui based menus as these are covered in the other coursework. Your task is to concentrate on making the game work using Pygame and Python. You should document the controls chosen and justify the design decisions. You must also provide a line by line commentary of all code you write. Finally you should give an analysis of the effectiveness of Python/Pygame when implementing this game.*		1
Date Set:	**Submission Date:**	**Return Date:**
17-Jun-2021 23:55	13-Aug-2021 23:59	08-Sep-2021 23:59

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 identify the functional and non-functional requirements of a game engine / game design
- 2) Apply relevant software engineering techniques to develop applications to generate data for use in a game engine

Awarded mark is only provisional: subject to change and / or confirmation by the Assessment Board.

Assessment Task

Your task is to write an implementation of missile command suitable for running on a desktopcomputer using Python/Pygame and mouse as its primary input.

You should ignore gui based menus as these are covered in the other coursework.

Your task is to concentrate on making the game work using Pygame and Python. You must also provide a line by linecommentary of all code you write. You should analyse and discuss the effectiveness of using Python / Pygame in producing a game.

You should use sensible features from the Pygame library and you should implement interesting features within the game (for example the mystery ship and / or splitting missiles and / or multiple levels).

Finally you should give an analysis of the effectiveness ofPython/Pygame when implementing this game.

Marking Scheme

	Fail (0/29)	Narrow Fail (30/39)	3rd Class / Pass (40/49)	Lower 2nd Class / Pass (50/59)	Upper 2nd Class / Merit (60/69)	1st Class / Distinction (70/100)
analyse and discuss the effectiveness of Python / Pygame in producing a game (20%)	☐ Very poor analyse and discuss the effectiveness of Python / Pygame in producing a game	☐ Poor analyse and discuss the effectiveness of Python / Pygame in producing a game	☐ Satisfactory analyse and discuss the effectiveness of Python / Pygame in producing a game	☐ Good analyse and discuss the effectiveness of Python / Pygame in producing a game	☐ Very good analyse and discuss the effectiveness of Python / Pygame in producing a game	☐ Excellent analyse and discuss the effectiveness of Python / Pygame in producing a game
line by line commentary (20%)	☐ Very poor line by line commentary	☐ Poor line by line commentary	☐ Satisfactory line by line commentary	☐ Good line by line commentary	☐ Very good line by line commentary	☐ Excellent line by line commentary
use of PyGame libraries (20%)	☐ Very poor use of PyGame libraries	☐ Poor use of PyGame libraries	☐ Satisfactory use of PyGame libraries	☐ Good use of PyGame libraries	☐ Very good use of PyGame libraries	☐ Excellent use of PyGame libraries
interesting game features (40%)	☐ Very poor interesting game features	☐ Poor interesting game features	☐ Satisfactory interesting game features	☐ Good interesting game features	☐ Very good interesting game features	☐ Excellent interesting game features
Global:						