



**Assessment Cover Sheet and Feedback Form 2018-19**

Module Code:  CS2S566	Module Title:  Tool Development for Computer Games	Module Team:  Gaius Mulley
Assessment Title and Tasks:  Tablet based missile command		Assessment No.  1
<b>Date Set</b>  24/9/2018	<b>Submission Date</b>  7/12/2018	<b>Return Date</b>  4/1/2019

**IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED**

<b>Marking and Assessment</b>
This assignment will be marked out of 100%  This assignment contributes to 50% of the total module marks.
<b>Learning Outcomes to be assessed</b> (as specified in the validated module descriptor <a href="https://icis.southwales.ac.uk/">https://icis.southwales.ac.uk/</a> ):  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
<i>Provisional mark only: subject to change and / or confirmation by the Assessment Board</i>



Your task is to write an implementation of missile command suitable for running on a tablet using Python/Pygame.

You should ignore gui based menus as these are covered next term. 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.

## Marking Scheme:

	Fail	Narrow Fail	3rd Class / Pass	Lower 2nd Class / Pass	Upper 2nd Class / Merit	1st Class / Distinction
discussion on the effectiveness of Python/Pygame in producing such a game 30%	<ul style="list-style-type: none"> <li>Very poor discussion on the effectiveness of Python/Gameplay in producing such a game</li> </ul>	<ul style="list-style-type: none"> <li>Poor discussion on the effectiveness of Python/Pygame in producing such a game</li> </ul>	<ul style="list-style-type: none"> <li>Satisfactory discussion on the effectiveness of Python/Pygame in producing such a game</li> </ul>	<ul style="list-style-type: none"> <li>Good discussion on the effectiveness of Python/Pygame in producing such a game</li> </ul>	<ul style="list-style-type: none"> <li>Very good discussion on the effectiveness of Python/Pygame in producing such a game</li> </ul>	<ul style="list-style-type: none"> <li>Excellent discussion on the effectiveness of Python/Pygame in producing such a game</li> </ul>
line by line commentary 20%	<ul style="list-style-type: none"> <li>Very poor line by line commentary</li> </ul>	<ul style="list-style-type: none"> <li>Poor line by line commentary</li> </ul>	<ul style="list-style-type: none"> <li>Satisfactory line by line commentary</li> </ul>	<ul style="list-style-type: none"> <li>Good line by line commentary</li> </ul>	<ul style="list-style-type: none"> <li>Very good line by line commentary</li> </ul>	<ul style="list-style-type: none"> <li>Excellent line by line commentary</li> </ul>
use of PyGame libraries 20%	<ul style="list-style-type: none"> <li>Very poor use of PyGame libraries</li> </ul>	<ul style="list-style-type: none"> <li>Poor use of PyGame libraries</li> </ul>	<ul style="list-style-type: none"> <li>Satisfactory use of PyGame libraries</li> </ul>	<ul style="list-style-type: none"> <li>Good use of PyGame libraries</li> </ul>	<ul style="list-style-type: none"> <li>Very good use of PyGame libraries</li> </ul>	<ul style="list-style-type: none"> <li>Excellent use of PyGame libraries</li> </ul>
various inputs handled 20%	<ul style="list-style-type: none"> <li>Very poor various inputs handled</li> </ul>	<ul style="list-style-type: none"> <li>Poor various inputs handled</li> </ul>	<ul style="list-style-type: none"> <li>Satisfactory various inputs handled</li> </ul>	<ul style="list-style-type: none"> <li>Good various inputs handled</li> </ul>	<ul style="list-style-type: none"> <li>Very good various inputs handled</li> </ul>	<ul style="list-style-type: none"> <li>Excellent various inputs handled</li> </ul>
controls chosen 10%	<ul style="list-style-type: none"> <li>Very poor controls chosen</li> </ul>	<ul style="list-style-type: none"> <li>Poor controls chosen</li> </ul>	<ul style="list-style-type: none"> <li>Satisfactory controls chosen</li> </ul>	<ul style="list-style-type: none"> <li>Good controls chosen</li> </ul>	<ul style="list-style-type: none"> <li>Very good controls chosen</li> </ul>	<ul style="list-style-type: none"> <li>Excellent controls chosen</li> </ul>