

## Assessment Cover Sheet 2020-21

Module Code:	Module Title:	Module Team:
CS2S566	Tool Development for Computer Games	<a href="#">Gaius Mulley</a>
Assessment Title:		Assessment No.:
A content creation tool (implementation and evaluation)		2
Date Set:	Submission Date:	Return Date:
28-May-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 implement a Python based GUI tool which will produce maps suitable for chisel.

Your tool should initially allow users to click on tiles which can be chosen to be either a wall, door or space.

It can be extended to include other attributes such as pickups, monsters, lights and textures if desired. Your report must also include a user guide and line by line commentary. The semantic checking of a limit of walls per room and door sizes would be beneficial. Also you might want to restrict the density of monsters (for example a hell knight should have spaces around it).

# Marking Scheme

	<b>Fail (0/29)</b>	<b>Narrow Fail (30/39)</b>	<b>3rd Class / Pass (40/49)</b>	<b>Lower 2nd Class / Pass (50/59)</b>	<b>Upper 2nd Class / Merit (60/69)</b>	<b>1st Class / Distinction (70/100)</b>
line by line commentary (20%)	<input type="checkbox"/> Very poor line by line commentary	<input type="checkbox"/> Poor line by line commentary	<input type="checkbox"/> Satisfactory line by line commentary	<input type="checkbox"/> Good line by line commentary	<input type="checkbox"/> Very good line by line commentary	<input type="checkbox"/> Excellent line by line commentary
user guide (20%)	<input type="checkbox"/> Very poor user guide	<input type="checkbox"/> Poor user guide	<input type="checkbox"/> Satisfactory user guide	<input type="checkbox"/> Good user guide	<input type="checkbox"/> Very good user guide	<input type="checkbox"/> Excellent user guide
human computer interface (20%)	<input type="checkbox"/> Very poor human computer interface	<input type="checkbox"/> Poor human computer interface	<input type="checkbox"/> Satisfactory human computer interface	<input type="checkbox"/> Good human computer interface	<input type="checkbox"/> Very good human computer interface	<input type="checkbox"/> Excellent human computer interface
code quality (20%)	<input type="checkbox"/> Very poor code quality	<input type="checkbox"/> Poor code quality	<input type="checkbox"/> Satisfactory code quality	<input type="checkbox"/> Good code quality	<input type="checkbox"/> Very good code quality	<input type="checkbox"/> Excellent code quality
discussion about future improvements (20%)	<input type="checkbox"/> Very poor discussion about future improvements	<input type="checkbox"/> Poor discussion about future improvements	<input type="checkbox"/> Satisfactory discussion about future improvements	<input type="checkbox"/> Good discussion about future improvements	<input type="checkbox"/> Very good discussion about future improvements	<input type="checkbox"/> Excellent discussion about future improvements
Global:						