BTEC Assignment Brief

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| Qualification | Pearson BTEC Level 3 National Foundation Diploma in Computing |
| Unit or Component number and title | 14 |
| Learning aim(s)  (For NQF/RQF only) | A |
| Assignment title | 2024-25 Explaining the technologies behind games and their impact on users and design of games |
| Assessor | Enter Name of Assessor |
| Hand out date | Sep 16, 2024 |
| Hand in deadline | Oct 07, 2024 |
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| Vocational Scenario or Context | You have taken a job as a junior games developer (using Unity and C) with a software company in Bristol called Babber Software.    They want to make a new first person shooter game, like COD, with the most cutting-edge graphics (real time ray tracing), a huge online element and they are interested in bringing it out on VR, Augmented reality and also on consoles and PC.    However, they are unsure of the differences between the current technologies and how this will affect the game design (e.g. VR compared to Console) and how it will be implemented successfully. Also, they are unsure if the new consoles will be able to run their game as it is very high specification.    They have asked you to investigate and write a report |
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| Task 1 | They would like the report to be laid out using the following headings and writing about the suggested bullet points      Describe the latest technologies    What technologies do the latest Consoles have in them to create a high definition graphical experience How has this impacted games, give examples of games in which this has changed the way they look e.g. Tomb Raider over the years.    VR - What technologies do the latest headsets have in them to enhance gaming What are the leading games here, which have been most successful and why    Gaming PCs - what technologies do these have over other platforms    Mobile What are the most popular games, how has technology changed recently to allow high powered graphics on these    Discuss whether the game they want could work on any or all of these platforms.        Game Design    What is the difference in the way games are designed for PC, Mobile, VR and Console Use Examples.  What special considerations must VR take into account when designing games  What technologies (online gameplay, graphics processors etc) has allowed the latest First Person Shooter games to be developed. Give examples of games that have taken advantage of these new technologies and been successful (or not)        Comparing technologies and games    In reference to their FPS game they want to know how different would the game be on different platforms You can use examples here of games developed for multiple platforms.    Compare and contrast the platforms for an FPS game, what are the advantages or disadvantages of each for that type of game. e.g. Expect you to Die VR only exists because of the Snapdragon mobile processor (good on battery life and multiple GPU processing)    They also want to know what players, of FPS games, demand these days How does this shape the game Hence, which platform is best for that type of game        Conclusion    They want you to give your expert opinion about where to focus their development  What would be the most successful platform for their game and why Would it be possible to create something successful for all platforms        Produce a references list, this a list of all articles or videos you have quoted from. This is how you quote e.g. In the video on youtube the person said Graphics are not the most important part of games because the gameplay must be there Linus Tech Tips (2020)    e.g Harvard reference style (Author, year, article title, link to it if possible saying where it was from) Dr Phillip Dawson (2013). Reflective Practice. YouTube (117) Reflecting on Teaching Self Evaluation YouTube    References  Linus Tech Tips (2020). Computer Games. Youtube www.youtube.comlinusgames |
| Checklist of evidence required | Completed article |
| Criteria covered by this task: | |
| Unit/Criteria reference | To achieve the criteria, you must show that you are able to: |
| 14 / P1 | P1 Explain social and technological trends of computer games. |
| 14 / P2 | P2 Explain how current and emerging technologies impact computer games design and development. |
| 14 / M1 | M1 Discuss how current and emerging technologies impact on how games are designed and developed to meet the requirements of the users and the larger computer games industry. |
| 14 / D1 | D1 Evaluate the impact of current and emerging technologies on the design and development of computer games to meet the requirements of the users and the computer games industry. |
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| Sources of information to support you with this Assignment | Youtube Games magazine, and other computer gaming magazines. | | |
| Other assessment materials attached to this Assignment Brief | *e.g. work sheets, risk assessments, case study* | | |
| **FOR L1/2 FIRSTS ONLY:** If you have not achieved the Level 2 criteria, your work will be assessed to determine if the following Level 1 criteria have been met. | | | |
| To achieve the criteria, you must show that you are able to: | | Unit | Criterion reference |
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