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) | B and C |
| Assignment title | 2024-25 - Designing and Developing an FPS game |
| Assessor | Enter Name of Assessor |
| Hand out date | Feb 03, 2025 |
| Hand in deadline  | Mar 28, 2025 |
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| Vocational Scenario or Context | Babba Games loved your first assignment, and they think you know so much about games they have employed you to develop a prototype of a new game Zombie Game for Halloween, which they said could be an FPS game or one using VR or AR on the Oculus or mobile. This is your chance to shine and show off your skills. |
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| Task 1 | You are going to design, optimise and evaluate your 3D FPS on either PC, Oculus or Mobile in AR or VR.
As a minimum they said they need you to have
-Character controller with a character (in AR you are the character)
-That it is animated so that you or the characters walk, attack or shoot
-It has a health affected by enemies shooting it or obstacles hitting you
-It has a score system e.g. it is affected by killing enemies or time in game etc.
-There are animated enemies that can shoot you or attack you in some way
-It has an increasing level of difficuluty, to make it playable and fun
- You can also add a story of some sort, be as creative as you like (you can use Synty asset buildings and characters to create this)

In your design, development, testing and review of the game, you need to
-Create a design for the game, including user requirements, visual designs, test plans and technical documentation.
-Review the design with at least two other people and use their feedback to create an improved version of the design
-Provide a written justification of the design decisions you made when developing the design for the game and show how the design will fulfil its purpose and meet the user requirements outlined in the scenario
-Develop the game, following your design, and test it using a number of methods including test plans and user testing to ensure it is fully functional, stable and has suitable performance and usability
-Optimise the game, using feedback obtained from user testing to create an improved version
-Evaluate the design, creation and optimisation of the game considering its effectiveness in meeting the stated requirements. Your evaluation should be supported by evidence from all stages of the process and draw conclusions as to how the chosen techniques and processes produced a game that better meets the requirements compared to the alternatives
Present evidence that you have shown individual responsibility, effective time-management in your design and development of a computer game, making high-quality justified recommendations and decisions. For example, you need to show how you have
Planned and managed your time and met targets.
-Reviewed and responded to outcomes including the use of feedback from others
-Behaved appropriately while completing the assignment including professionalism, etiquette, supportive of -others, timely and appropriate leadership, accountability and individual responsibility
-Evaluated outcomes to help inform high-quality justified recommendations and decisions
-Used appropriate methods of communication effectively
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| Checklist of evidence required  | -Design documentation -Feedback on the design collected from others -Improved version of the design -Written justification of design decisions -Completed game, including code listing and screen shots of the game working - Test documentation and user feedback - Analysis of feedback and evidence of optimisation of the game to produce and updated version - Evaluation of the design, development and optimisation process. |
| Criteria covered by this task: |
| Unit/Criteria reference | To achieve the criteria, you must show that you are able to: |
| 14 / B.P3 | Produce designs for a computer game that meet client requirements. |
| 14 / B.P4 | Review the designs with others to identify and inform refinements. |
| 14 / B.P5 | Produce a computer game to meet client requirements. |
| 14 / B.P6 | Test a computer game for functionality, usability, stability and performance |
| 14 / B.P7 | Review the extent to which the computer game meets client requirements |
| 14 / B.M2 | Justify decisions made, showing how the design will fulfil its purpose and client requirements. |
| 14 / C.M3 | Optimise a computer game to meet client requirements. |
| 14 / BC.D2 | Evaluate the design and optimised computer game against client requirements. |
| 14 / BC.D3 | Demonstrate individual responsibility, creativity and effective self-management in the design, development and review of a computer game. |
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| Sources of information to support you with this Assignment | This video can explain a lot about how to shoot enemy AIs see my notes |
| 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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