

Assignment 8: Postmortem Report

Weight: 15%

Due Date: 29 Oct 10 16:00

Submission: Electronic via assignment submission system.

Task Description

A Lessons Learned report drawn from a postmortem of the Game Level. Reflection on what worked, what didn't, and what you would do differently. The document should include the following sections:

Game Design Process Outline the game design process as taught in this course, beginning from the distinction between game and toy discussed in week one, and end with the postmortem report and lessons learnt. Number each step and provide a 1-2 sentence summary for each. You do not need to go into detail of how each step is done. [~1 page, 2 marks]

Project Review Reflect on your game design project in relation to this design process. Did you achieve the goals you had set? Which steps worked well for you? Which steps didn't? Which steps didn't you follow? [~1 page, 3 marks]

Lessons Learnt How would you approach your next game project differently. Based on your reflection, draw out five key lessons you learnt. What steps would you do differently, and how? What steps would you not include, and why? What other steps would you include in your design process, and why? [~2 pages, 10 marks, 2 marks each]

Learning Objectives Assessed: 1, 2, 3, 7, 10

Criteria & Marking

Unsatisfactory answers do not cover the whole process or project, and/or do not give examples.

Satisfactory answers cover all steps of the work and are illustrated with examples from your project.

Good to Excellent answers cover all steps of the work, are illustrated with examples from your project, and show a clear understanding of the relationship between the different phases of game design, rather than treating each as individual steps only.

Expected length of the document is around 4 pages, using 11pt serif font, single line spacing, not counting diagrams. Submission of project work without academic merit will result in a mark of 0 being awarded. See section 6 of the Course Profile for more information.

This is an individual assessment.