

Assignment

Qualification	BTEC Extended Diploma in Computer Games Design
Unit number and title	Unit 71: Object Oriented design for computer games.
Start date	20/2/2018
Deadline	6/3/2018
Assessor name	Wayne Gallear

Assignment title	Assignment 2: Reviewing OO modelling in your game.
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As a junior games designer working for a small games developer in the East Midlands, your manager has asked you to assesses OO Design for use in modern computer games.

Learning Outcomes for Unit 71:

P3	review object-oriented modelling with some appropriate use of subject terminology	explain object-oriented modelling with reference to detailed illustrative examples and with generally correct use of subject terminology	D3	critically evaluate object-oriented modelling with supporting arguments and elucidated examples, consistently using subject terminology correctly
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The work for this assignment must be submitted in accordance with the instructions given at the end of each task within the assignment

Students are reminded that late work will not be accepted for assessment. Student Declaration

I declare that all the work submitted for this assignment is my own work, or in the case of group work, the work is **my work** I completed as part of the group, and that no part of it has been copied from any source (other than for referencing).

I understand that if **any** part of the work submitted for this assignment is found to be plagiarised **none** of the work submitted will be allowed to count towards the assessment of the assignment.

Signed: _____ Date: _____

Task 1

Object-oriented design is one part of the overall design process and should be seen in this context. Normally object-oriented design would start after completion of the creative phase (development of concepts and ideas) and would be used to flesh out ideas. The object approach can then be used to plan the detailed implementation of a project to ensure that milestones and other parameters are met.

For this assignment you need to review the use of OO design within your game or another game of your choice.

Look at and discuss :-

How is OO design used in your game? Is it lines of code is it visual in appearance.

Show how it is used, give clear examples of how it is used.

The more examples with more detail the better the grade.

Then review this process. How does it feel compared to using OO design say in Gamemaker?

Give Gamemaker examples and compare it.

Documents this or blog this

This brief has been verified as being fit for purpose

Assessor	Wayne Gallear		
Signature		Date	
Internal verifier	James Tedder		
Signature		Date	