

SIL (Summer Independent Learning) year 12-13 2022

For your Summer Learning you will be given a past brief from a previous Unit 3 Exam. This is to allow you to practice what is expected of you at the end of year 13 in the same format. For the SIL you will only be expected to complete the Asset creation and Gathering process - not the making of a full game level.

You must read the information provided and then choose ONE of the following protagonists

Telling Stories

Harmonious is a media organization that specializes in participatory media projects. Harmonious is asking media students to contribute to the development and promotion of a new **drama** project called **Telling Stories**. Telling Stories is a series of scripted dramas aimed at young people **aged 16 to 24 years**.

You have been asked to select one of the following protagonists as the basis for your contribution to the Telling Stories project:

- a rising sports star

OR

- a gifted young visual or performing artist.

Harmonious wants you to produce a **level** for a **3D game**. The game must include one main player character that is based on **one** of the protagonists from the brief.

Your digital game must include the following requirements:

- onscreen user instructions
- a game environment related to the theme of sport **or** visual/performing arts
- a player character sprite or model for your chosen protagonist
- game objects that the player can interact with and will make the character move faster and slower

Task 1: Respond to the brief

- Choose between the two protagonists given and **justify** your reasons why.
- Cover aspects of the game such as the **environment, assets, hazards, gameplay** etc.
- Justify your idea for the game level, the **genre** and assets you intend to source/create.
- You should constantly refer to the brief's key points (target audience, genre, theme etc.) when justifying your decisions.

To be submitted 1st July 2022

Task 2: Create an asset list

Design the assets you would need for the game you have designed. This should include elements such as collectables, power ups, damage dealers, environmental aspects etc.

Create a sketch/design of what they would look like and include what textures you would use.

Also, justify each design with why they would be designed in this way and how they fit the brief you have been given.

You also need to design the HUD for the game, thinking about what information is needed and how it will be arranged on screen.

Task 3: Download Assets and upload to one drive

Download/Create and store your Assets ready for year 13 on one drive or personal hard drives

The exam would usually require the student to make the main character or a main asset for their game, however as this is SIL this is not necessary. Students with access to Unreal/Maya or other tools at home can create their own if they wish to better prepare for year 13.