BTEC Level 3: Digital Games Production

TASK 1

The majority of the work that you will complete during year 12/13 will revolve around learning new software. If you have a computer at home (or a capable laptop) please download the following software. If you are unable to do this please still watch the YouTube video's below so you have some understanding of how these different software operate.

Game Engine: Unity

https://unity.com/download

You'll need to download the engine itself (Unity) and the project organiser (Unity Hub). Additionally you'll need to download Microsoft Studio Code. The software is free to download and use.

https://visualstudio.microsoft.com/

Once you have these you can begin making your first project! To do this from home please follow the video below that will guide you through this process. If you are unable to download the software above you should still watch the video in order to see the software being used.

How to make a 2D platformer - Unity Tutorial Crash Course: https://www.youtube.com/watch?v=nPigL-dIqgE

3D Modelling: Blender

https://www.blender.org/download/

The link above will direct you to the Blender software, like Unity this is free to download and use. Once you have this you can also begin your own project from home.
The video below provides a guide to creating your first 3D model. Like the 2D platformer this should be watched even if you do not have the software as it provides a good example of the sort of work you will need to produce over the next 2 years.

https://www.youtube.com/watch?v=p-9pgZI3inI

TASK 2

It is also important that you start to develop your understanding of different game genres. Below I've given a full example of what this looks like for the 'Adventure' game genre with the specific example of The Witcher. You need to produce your own description, evaluation, and analysis for the 'Puzzle' game genre. You may want to consider games like Monument Valley, Limbo and Tetris

This should be between 300-500 words

Adventure games are games that have a long storyline or plot that usually changes based on the actions that the player makes, it is common for there to be a large environment for the player to explore and find curious and interesting items or 'collectables'. These are very similar to RPG's however you play as a designated character that has already been established for example the Uncharted series with Nathan Drake and Assassins Creed with the characters you meet at the start of all the games.

The Witcher 3 features a skill system whereby each time you level up you can spend your earned skill points on skills, these range from increasing combat proficiency to expanding your craftable items list.

This sort of system is good because it allows the player to have a say in not only their combat experience but their growth as a character, having a skill system allows the player to fight and play how they would like to e.g. from range and using spells vs close quarters with a sword.

However a negative is that people who are new to the RPG skill system style can often become lost in it and be not sure where to invest their points, if the game then does not have a way of resetting your skill points so that you may assign them then an ill informed player can become frustrated at the fact that they would have to create a new save in order to change their character's style.

The game caters to its audience using common RPG mechanics, but in a way that includes fantasy elements as well, e.g. they introduced a second sword designed for conflict with creatures and monsters, as well as 5 magical signs/spells. The game was successful at combining these different mechanics together to form an engaging experience both suited towards fans of RPG games and fans of fantasy-based games.
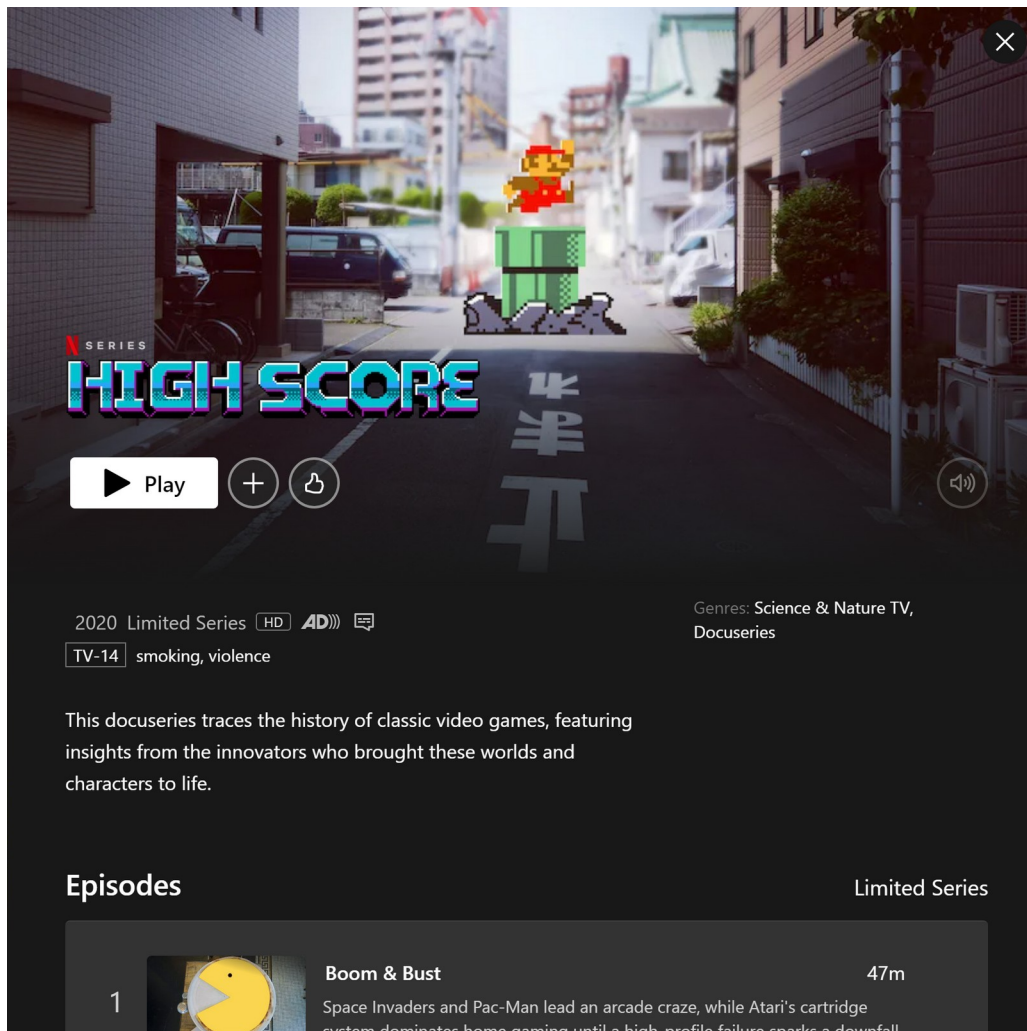
However, to reach its full potential as an RPG genre, the game could have explored the character progression system a little more deeply, as the player can only play as one strongly defined character and class, meaning they can only experience the world and gameplay from a certain perspective, and it's quite linear, meaning there's also limited replay ability option.

With the game being so complex and deep, it's clear that the game wanted to aim at its target audience as much as possible, with the age rating being 18 +, the game was meant to be understood by older people, as an audience of a younger age may not have known how or why some of the elements in the game worked the way they did (like the magic signs/symbols for example), requiring a certain level of maturity to fully grasp the concept of the game.

Some levelling up and progression is also usually implemented into the game genre so that the game doesn't feel stale and players don't get bored whilst they're playing the game.

TASK 3

Finally, no doubt you are watching the odd bit of TV or Netflix! To gain a thorough understanding of the world of game development look no further than 'High Score' on Netflix. This docuseries covers the history of videos games over the last 30 years. Essential viewing!