

SG430 Game Porting Basics Cross-Platform Game Development Research Paper

This assignment supports the following outcomes:

- Define the techniques used for cross-platform development.
- Identify when porting techniques and methodologies should be applied.
- Appreciate the challenges of working with cross-platform game development.

Assignment Overview

In this assignment, students will research several techniques used in Cross-Platform Game Development and Game Portability and assess their use in the development of games. Students will examine multiple resources such as books, articles, and papers, and generate a report summarizing their research and assessing the various techniques being examined.

Deliverables

Write a five-page paper covering the following topics:

1. Research and describe the various techniques and methods used in generating games targeting multiple platforms and when they should be used.
2. Assess these techniques and discuss the advantages and disadvantages of each, as well as any potential challenges or issues with specific techniques.
3. Provide opinion about Cross-Platform Game Development. How important is Cross-Platform game development in today's industry, and how do you see the role changing in the future? What techniques work best for what types of game?

Grading

The following grading rubrics will be used to evaluate your assignment. Your instructor will provide you with these rubrics along with this assignment handout.

- Research Paper Content Rubric: 60% of assignment grade
- Written Report grading Rubric: 40% of assignment grade

Resources

Use various library resources.

The websites www.gamedev.net, www.gamasutra.com, and www.flipcode.com contain various papers about Cross-Platform Game Development.

**SG430 Game Porting Basics
Cross-Platform Research Paper - Content Rubric**

Student Name _____ **Date** _____

Project: Cross-Platform Research Paper

Element	5	3-4	1-2	Score
Research and Summary of techniques used in Cross-Platform Game Development and Game Portability	Describes several techniques and provides specific details on how those techniques were applied.	Describes some techniques and provides some details on how those techniques were applied.	Describes only one or no techniques and provides little or no details on how the techniques were applied.	
Report assessing Cross-Platform Game Development and Game Portability	Describes in details the techniques used in some of the projects described in the examined material.	Describes the techniques in some details but not enough to articulate the ideas/techniques described in the articles/paper.	Describes the techniques in general terms.	
Wrap up report with own opinion.	Describes the porting techniques in an understandable and detailed manner, and explains how beneficial the techniques can be if applied correctly.	Describes the techniques in a general manner, and possibly explains how the techniques would be beneficial if apply correctly.	Does not explain the techniques well or how it would be used to port games.	

Based on the above scoring grid, determine the student's grade percentage or grade number, then write the **grade number** below:

Grade Number for this paper: _____

Grade Number	Grade Percentage
5 – Excellent	90 – 100%
4 – Proficient	80 – 89%
3 – Adequate	70 – 79%
2 – Needs Improvement	60 – 69%
1 – Insufficient	59% and below

Comments to the Student:

**SG430 Game Porting Basics
Cross-Platform Research Paper – Written Report Rubric**

Student Name _____ Date _____

Project: Cross-Platform Research Paper

Element	5	3-4	1-2	Score
Organization Exhibits Critical Thinking Skills	Author presents information in a logical, consistent, creative manner, which helps the reader follow and understand.	Author presents information in logical, consistent sequence, which the reader can understand	Reader cannot understand report because there is little sequence, logic, or consistency.	
Subject Knowledge Use of Research Information	Author demonstrates full knowledge of subject by providing relevant reasons and explanations of subject matter through research.	Author demonstrates knowledge of subject but fails to elaborate or support the subject matter through research.	Reader does not have grasp of the subject. No evidence given to support the subject or premise through research.	
Use of Visuals Aids	Author's diagram(s) explains and reinforces the concepts in the report. Reader can understand visual aid well enough to interpret the information. There is evidence of creativity.	Author's diagram supports the concepts in the report and reader can understand the visual aids clearly.	Reader cannot understand diagrams. They are messy or incomplete.	
Appropriate Use of Standard English	Paper has no misspellings, improper word usage, or grammatical errors.	Report has no more than two misspellings, improper word usage, and/or grammatical errors.	Report has four or more spelling errors and/or grammatical errors.	
Report	Report addresses all required topics completely within the recommended page length.	Report addresses many of the required topics.	Report addresses few of the required topics	

Report Format	Report format meets the following standards:	Report format meets some of the following standards	Report format meets few of the following standards	
	Standard page margins: Top: 1" Gutter: 0" Bottom: 1" Header: 0.5" Left: 1" Footer: 0.5" Right: 1" Gutter position: Left Line Spacing: Double Spaced Font: Font: Arial 12			

Based on the above scoring grid, determine the student's grade percentage or grade number, then write the **grade number** below:

Grade Number for this presentation: _____

Grade Number	Grade Percentage
5 – Excellent	90 – 100%
4 – Proficient	80 – 89%
3 – Adequate	70 – 79%
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1 – Insufficient	59% and below

Comments to the Student: