Intake assignment Saxion University of applied sciences
Game Engineering for year 2017 – 2018

Hand in:

For this intake you should upload 3 pdf documents:

A motivational letter (pdf)
An assignment (pdf)
Your portfolio (pdf)

Motivational letter:

A letter (max 1 A4) describing your motivation and current experience. Describe why you want to study Game engineering and your future vision.

Assignment:

The assignment should take you about 10 hours to complete.

You are going to create a small game using game maker. (http://www.yoyogames.com/studio) You can download this tool for free in which you can create a small game. Tutorials are available on their website.

Once you've created the game, you write a short description of your game, the technical aspects and show a couple of screenshots. During the interview we'll ask you which solutions you've come up with.

The theme for your game is one of these:

1. Waterworld
2. Epic Egypt
3. Underground

Some extra requirements:

1. Your game design must be original and your own idea.
2. Writing is in English.
3. Your prototype should prove your technological skills.

Portfolio:

The portfolio can contain anything that proves your preliminary knowledge regarding the 'technical side' of the creation of games. Show the best work you have, in a maximum of 5 pages. Web links for interactive are possible to show interactive content! Think about:

- Previous games you've made
- An overview of code / apps you've written
- Websites or other programming related web content you've made
- Game mods
- …..

After receiving your motivational letter, assignment and portfolio we will have a Skype conversation or phone call. At the end of this conversation we will let you know whether or not you are accepted.