

Design and Production Variation Assignment

Intake 2026-2027



CREATING MEANINGFUL EXPERIENCES

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For the variation assignment you must submit the completed design and production assignment (.ppt) for which you must develop a small game. This game must have been tested with the target audience. To prepare for this challenge, it is highly recommended you start learning a game engine. We mostly use Unreal Engine in our programme, but you are free to use other engines such as Unity3D, Godot or GameMaker. You are advised to do a tutorial to get you started and then build on that.

The .ppt template for delivering the assignment only becomes available through 'My Online Application' as you follow the application procedure:

For the assignment you can **only use** your own art or art provided through a tutorial or art from [Kenney.nl](https://kenney.nl). If you use a tutorial, then clearly reference it and you must at least build 1 additional feature that is not part of the tutorial.

Here are some various good resources to help you along:

[Sidescrolling platformer tutorial in Godot](#)
[Sidescrolling platformer tutorial in Unity](#)
[Game Maker's Toolkit - on learning game development.](#)
[Kenney Assets](#)
[Make games with Godot](#)
[Extra Credits - Making your first game](#)
[Extra Credits - Playtesting](#)

Unreal Engine

Beginner Courses with a focus on making a small game:

[Mathew Wadstein - MVP Intro to UE4 \(6 hrs\)](#)
[Make Games with Katie - Beginner Course \(4.5 hrs\)](#)
[DevSlopes - Building Your First Game \(25 mins\)](#)

Beginner Lessons from Epic Games:

[Your First Hour in Unreal Engine.](#)
[Blueprints Kickstart](#)

More Resources:

<https://www.unrealengine.com/en-US/onlinelearning-courses>
<https://www.udemy.com/unreal-engine-4-the-complete-beginners-course/>

Part One - Creating a Game

We want you to submit a **fun side scrolling platformer**, which can be 2D or 3D. Ideally with 1 to 3 levels. Describe in short to us what your game is about. Show us that you started with some ideas and sketches. Tell us which 3 important design choices you made to enhance the player experience and why. Please use the following guidelines:

Make it clear to the player **why** things need to get done in the game? Why does the player(character) feel the need to do the things she/he does in the game?

Make it clear to the player **how** to successfully complete/win the game? What is the goal of the game? What game loops make up the core?

Make it clear to the player **what** the abilities/mechanics and controls are? What are the important choices a player makes to win, how is the 'character' controlled and what is the feel of it?

Is it clear to a player **progress** is being made? What type of feedback and rewards have been built into the system?

We will not be looking at graphical quality or programming quality. Our focus is on design choices, argumentation, and player experience. This means that a game using basic shapes is fine and we will tolerate bugs as long as they don't render the game experience unplayable.

Part Two - Testing and Iteration

After you have built the game and tested it yourself, we want you to run tests with your target audience. Record what you learned from the tests and how the test results helped you improve the game. How did you verify the results?



Games



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Tourism



Media



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Hotel



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Built Environment



Facility

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