**Assessment Rubric**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Description** | **Max. Marks** | **Your Mark** |
| **GANTT CHART** | Identifies and explains all key elements in relation to game. Explain all dependencies, milestones, slack time, and changes to GANTT. | 5 |  |
| **Functional &**  **Non-Functional requirements, Constraints & Scope** | Identifies each aspect and is able to relate it to the game and its creation.  **Suggest Word Table – 2 columns**   * **col 1** = item eg playability * **col 2** eg it is a non-func requirement as we want the game to be enjoyable and exciting but if it isn’t, it doesn’t stop the game working.   [Functional and Non-Functional Requirements](https://thepeninsulaschool-my.sharepoint.com/personal/skanda_ramanan_pgs_vic_edu_au/Documents/computing%20u2%20o1/Functional%20and%20Non-Functional%20Requirements.docx) | 6 |  |
| **Annotated Mock-ups** | Annotated mock-ups and storyboards for at least 3 levels – need to include FACSS for all text. | 6 |  |
| **Testing Table** | Testing table to cover a range of data inputs, collision events, level progressions | 5 |  |
| **3+ new GML coding skills** | Explanation and inclusion of 3+ new skills & appropriate internal documentation | 6 |  |
| **File Management** | Built in processes to show:   * File management and naming conventions * effective data security * data restore capabilities * appropriate naming of all elements within game | 6 |  |
| **Journal for Critical and Creative decisions** | identify 6 Critical and 6 Creative actions and processes to ensure the effectiveness of the solution  **Suggest Word table** – 2 columns   * **Col 1** = item * **Col 2** = is it creative or crit and what did you do to improve the effect/impact within your game. | 6 |  |
| **Game Play and Design** | * Progression of difficulty and traps/puzzles. * Player(s) and bad guy movements. * Suitability of graphics, colours, music, sounds. * Suitability and look of scoreboards, text, messages, signs, hints. * Relating new game to “retro” game and your variations. * Video of you playing your game with audio to explain tutorials, game play, traps, issues and solutions. | 40 |  |
|  | **TOTAL** | **80** |  |

**Each item in more detail:**

1. **GANTT Chart**
   1. Can you explain each of the following terms:
      1. Milestones, tasks, sequence, dependencies, critical path, slack time
   2. You will need to show changes to your GANTT chart as you realise that there are tasks that take longer/less time that you planned or unexpected events force you to make changes.
   3. Show diff versions and reasons why you have changed.
2. **Functional, Non-functional, Constraints and Scope**
   1. Show that you understand each of these terms and relate them specifically to your game.
   2. ***Suggest*** you use a word table with 2 columns - one for the name of item and second column where you explain what the item is and how you have used it in your game.
3. Creation of **annotated mock-ups and storyboards**
   1. You will create a mock-up of each room with explanations as to game play in each room and what player needs to do to complete room and move to next.
   2. Each room should have use of FACSS (Font, Alignment, Colour, Size, Style) to explain any use of fonts and text.
   3. Description of animations, items moving around room.
4. **Testing Table**
   1. Every action that can occur in your game should be tested to prove that the expected outcome occurs as you intended.
   2. This includes items such as movt, collisions, scoring changes, movt bw rooms, high scores, loss of lives, if statements allowing certain actions only under certain circumstances.
   3. eg

|  |  |  |  |
| --- | --- | --- | --- |
| **Function** | **Expected output** | **Actual Output** | **Change if needed** |
| Collision b/w Mario and Wall | Should stop immediately and not get stuck in wall | Works as expected | No change needed |
| Collide with Goomba | Lose 25% health and bounce back 100 pixels | Gets stuck inside Goomba | Changed code – now works |
|  |  |  |  |

1. **Addition of at least 3 new GML coding skills**

Explanation of each new skill, what it is you are trying to achieve, where you found the info and how you modified it to suit your game.

1. **File Management**
   1. Comprehensive demo of your file management processes so that you can show that you have saved continuously, that you can re-store from diff points in time, that you can restore from diff locations, etc
      1. How the folder structures in your hdd, portable hdd and cloud are all the same and have same dated files.
      2. How your folders should contain game files, word creation files and GANTT chart files along with any new versions.
      3. How each lesson, there should be new sets of all files so you can restore a game from any given date
      4. How you backed up your files at the end of each lesson to a portable hdd. What evidence can you show me that this has been done?
      5. How you backed up your files at the end of each lesson to the cloud. What evidence can you show me that this has been done?
2. **Critical and Creative Thinking**

One of the key requirements for Unit 3&4 Data Analytics or Software Dev is to keep a journal during the SATs of both creative and critical thinking during design and creation of IT solutions.

* 1. Creative thinking refers to how you use creative methods of resolving problems that you encounter (in this case, as you create your “retro” game). You will let me know how you tried to overcome problems that you encounter which might include use of external resources, people, problem-solving methods.
  2. Critical thinking refers to evaluating how well you have accomplished a task or how well you have addressed the specific requirements of the game eg how well you have met the functional and non-functional requirements of the game. You might explain how you changed your approach or the design or creation of a room to best meet the non-functional requirement of motion in the room to keep the player motivated.