Year 9 IST Assignment One Semester Two (30%) – Game Design

Name:

Marking Criteria:

Item	Mark	Total
Game Proposal		
• Identifies an important cultural story to tell and justifies why it's important to raise awareness	**2**	
• Includes low/high level of details informed by research with appropriate references	**2**	
• Explains in low/high detail, how the medium of an iPad game will be used to tell the story and raise awareness	**2**	
• Explains in low/high detail, a completed sequence from start to finish, including all planned story events and mini-games	**2**	
• Up to 2 marks awarded for going above and beyond, providing exceptional level of detail, creativity and/or ingenuity such as: o An exceptionally insightful response to explain the advantages of raising awareness for your chosen topic through an iPad game as opposed to other mediums, with reference to academic sources	**2**	
Minigame Design		
• Low/high level of detail for the game mechanics of each minigame	**2**	
• Low/high level of detail for the context and purpose of each minigame	**2**	
• Low/high level of detail for how the mini-game is designed to direct, communicate and appeal to players, referencing at least one game design principle	**2**	
• Low/high level of detail and accuracy for the steps a programmer would need to complete	**2**	
• Up to 2 marks awarded for going above and beyond, providing exceptional level of detail, creativity and/or ingenuity such as: o An exceptionally innovative design of how to effectively apply game mechanics and game design principles to maximise appeal for the player, with reference to academic sources	**2**	
Minigame Prototype Plan		
• Lists and describes the main functions that you need to consider when designing a SpriteKit Game Scene	**2**	
• Lists and describes the purpose of variables that are needed for the minigame to function as designed	**2**	
• Low/high level of detail for the steps needed within each function	**2**	
• Demonstrates complete and accurate understanding of SpriteKit code and functions needed to implement the game	**2**	
• Up to 2 marks awarded for going above and beyond, providing exceptional level of detail, creativity and/or ingenuity such as: o An exceptionally comprehensive description of every function, demonstrating sophisticated algorithmic thinking and deep understanding of the capabilities of the SpriteKit Game Engine	**2**	
TOTAL	**30**	