**Taflen Flaen i fynd ar Asesiad**

**Assessment Front Sheet**

| Cytunaf mai fy ngwaith i yw’r gwaith hwn ac nid oes unrhyw lên ladrad, neu unrhyw ran arall wedi’i lunio’n annheg  I agree that my work is my own and has not been plagiarised or otherwise unfairly produced. | |
| --- | --- |
| **Rhif ID Myfyriwr/** Student ID: | 331883 - Cail Jones |
| **Rhaglen/** Programme: | **FdSc 3D Animation and Game Development.** |
| **Teitl y Modiwl /** Module title | **Fundamental Programming** |
| **Teitl a Rhif yr Asesiad /**  Assessment title & number | **Resit – Design, develop and showcase your game and results.** |
| **Dyddiad ac amser Cyflwyno /**  Submission date and time | 24/08/22 16:00 Folder Submission end of Session. |
| **Dyddiad Blaenlythrennau /**  IV Date and Tutor Initials | **E.B 05/11/20** |

| **Myfyriwr i Nodi /** Student to Indicate: | |
| --- | --- |
| **Tri Chryfder /** Three Strengths | **Tair peth a fu’n her i chi /**  Three things you found challenging |
| **1.** | **1.** |
| **2.** | **2.** |
| **3.** | **3.** |

| **Sylwadau’r Marciwr Cyntaf /** First Marker Comments | |
| --- | --- |
|  | |
| **Targed Datblygu /** Developmental Targets: |  |

| **Sylwadau’r Ail Farciwr /** Second Marker Comments | |
| --- | --- |
|  | |
| **Targed Datblygu /** Developmental Targets: |  |

| **Nodwch y drafodaeth rhwng y marciwr 1af a’r 2il farciwr os ydi’r Categori a Ddyfernir yn wahanol /**  Note the discussion between 1st and 2nd marker if the grade awarded differs: |
| --- |
|  |

| **Gradd gytunedig terfynol /** FinalAgreed Grade |  |
| --- | --- |
| **Noder:** Fel cosb am gyflwyno gwaith yn hwyr, y radd rifiadol uchaf a gyflwynir am asesiad a gyflwynir ar ôl y dyddiad cau yw 40%. Mae cyflwyno gwaith cwrs yn hwyr yn golygu y byddwch yn derbyn gradd o 0%. Marciau dros dro ydynt nes bod Bwrdd yr Arholwyr Allanol yn cadarnhau’r marciau yn ystod mis Mehefin.  **Note:** A cap of 40% will be applied to assessments submitted up to 1 week after the submission deadline. More than one week late will result in a 0% grade being awarded. All marks remain provisional until ratified by the External Board of Examiners. | |

| **Briff yr Asesiad / Assessment Brief** |
| --- |
| Nifer o eiriau a gwerth yr aseiniad (gwiriwch eich Dogfen Cwrs /  Word Count and Weighting |
| *Mae’r aseiniad yn gyfartal i* ***65%*** *o’r modiwl cyfan.*  *The assignment is weighted at* ***65%*** *of the complete module. This work should take approx 24 hours.*    *DYMA ASEINIAD UNIGOL.*  *THIS IS AN INDIVIDUAL ASSIGNMENT.* |
| Mae'r aseiniad hon yn mynd i'r afael â'r y Canlyniadau Dysgu canlynol /  This assignment addresses the following Learning Outcomes: |
| 1. Demonstrate understanding and implementation of further programming logic such as classes and structs 2. Evidence basic ability of class architecture and data movement   3. Present and test a program |
| Dangos i’r myfyriwr beth sydd angen ei wneud i gyflawni’r canlyniadau dysgu  Indicate to the student what they need to do to achieve the learning outcomes |
| *Design and develop a game that show’s these advanced features being used within –*  ***Classes , passing parameters through methods , loops , Array’s .***  ***You must develop your game within a GIT repository in order to show incremental development and organization.***  You will be marked on the efficiency as well as the complexity of your code, so plan the program well to incorporate more than just the basics but without losing efficiency.  You will also be marked on code structure, variable types, naming conventions and comments.  You must also produce a testing document showcasing the testing your project has received through its development.  You will create a vlog presenting the game and demonstrate it while also discussing your test results and it’s development. The VLOG must contain gameplay and discussion about issues you have faced and how you dealt with them.  **Submission should be contained within a GIT repo and shared with the tutor on the day of submission,.** |

| **FdSc** | **Distinction** | **Merit** | **Pass** | **Pass** | **Fail** | **Fail** |
| --- | --- | --- | --- | --- | --- | --- |
| **Categorical mark** | **A\*\* / A\* A+ / A / A-** | **B+ / B / B-** | **C+ / C / C-** | **D+ / D / D-** | **E+ E E-** | **F1 F2 F3 F4** |
| **Evidence of research** | Clear research, which is embedded well in the content of the work. | Research conducted and demonstrated well in the work. | Basic research conducted which sparsely supports the work. | Little research conducted which does not support the work. | No research used to support the work. | No research. |
| **Reference and Bibliography** | All research correctly evidenced and formatted correctly. | Most research correctly evidenced, with few minor errors. | Research evidenced, but with errors in regards to formatting. | Little evidence shown with consistent errors in regards to formatting. | Very poor evidence shown which lacks any formatting. | No reference or bibliography included. |
| **Knowledge & Understanding** | Excellent knowledge and depth of understanding of principles and concepts. Appropriate code and data types used. Very minor or no errors in syntax or efficiency. | Knowledge and clear understanding of principles and concepts but some areas not fully explored affecting the potential success. Generally appropriate code and data types used. Limited errors in syntax or efficiency. | Knowledge and understanding of key principles and concepts. Some appropriate code and data types used. May have some errors in syntax and/or efficiency | Basic knowledge and understanding of key principles and concepts but some elements may show a measure of weakness. Limited use of appropriate code or data types. Code has a number of syntax errors and /or several areas of inefficient code. | Limited and superficial knowledge and understanding of key principles and concepts. No or little use of appropriate code or data types. Code missing or has syntax errors and /or inefficient code throughout. | Limited or no knowledge and understanding of key principles and concepts. Inappropriate code or data types throughout. Incomplete assignment, unresolved syntax errors. |
| **Code Structure** | Structure, layout and style excellent overall with the addition of elucidated comments. | Structure, layout and style good overall with the addition of clear comments. | Fair structure, layout and style with limited errors and some comments. | Poor structure, layout or style with limited comments, improvement needed in several areas. | Very poor structure, layout or style with limited or no comments, missing code, much improvement needed in a variety of areas. | Programs missing, no effort shown in regards to structure, layout or style. No comments. |
| **Clarity of programs** | Clear and polite to user with regards to inputs and outputs. | Mostly clear, with some useful guidance for user. | Clear in places, but there are gaps in the programs where the output is ambiguous. | Clear in limited places, but there are multiple gaps in the programs where the output is ambiguous or confusing | Missing programs or code. Very difficult to understand required input or output. | Missing programs or code, no clarity in final programs |
| **Testing** | Considerable testing showing clear documentation of all program paths. | Good testing showing clear documentation of most program paths. | Fair testing showing documentation of most program paths. | Limited testing covering only the very basics. | Poor testing not covering all programs sufficiently. | Little or no testing shown. |
| **Presenting / Delivery** | Excellent delivery which conveyed all the relevant information in a clear, structured manner. | Good delivery that demonstrated your intentions for the project. | Delivery conveyed some intentions in a confident manner at times.  Some areas lacked confidence or relied on a script. | An over reliance on scripts or a lack of confidence in the delivery. | A poor delivery which made it difficult to follow the presentation.  There may have been reliance on a script. | Very poor delivery as a group.  Very little/no information was conveyed during the presentation. |