



St Joseph's College  
Hunters Hill  
Higher School Certificate  
Software Design and Development  
Major Project Plan

## GENERAL DETAILS

<b>Total Marks:</b>	100
<b>Weighting:</b>	Part of Major Project
<b>Date Issued:</b>	Term 1, Week 2
<b>Date Due:</b>	20/02/2015

## OUTCOMES TO BE ASSESSED

H1.2, H3.1, H3.2, H4.1, H4.3, H5.3, H6.4

## CONTEXT FOR THE TASK

Construct a project proposal for your major project. It should include

- An overview of the task
- Analysis of similar projects
- An overview of the hardware and software requirements
- A breakdown of tasks required to complete the project

## Project Scope

Try to keep the programming concepts simple while demonstrating your abilities. Use simple graphics and GUI elements. You can improve on these later if you have time.

- Games like: Snake, Space Invaders, Moon Lander are simple yet effective. More complicated games like the early Mario Bros can be considered.
- Puzzle/Board Games like : Minesweeper, Mastermind, Othello, 2048 and Risk present a good challenge. Avoid games that have rules that are complex or many pieces that have different abilities
- Control Systems: Lighting control, basic robotics
- Productivity applications: Simple apps such as a task list, or apps that rely on one mobile device feature like the accelerometer are OK