**Name: Date: Excellence / Merit / Achieved / Not Achieved**

|  |  |  |  |
| --- | --- | --- | --- |
| **Achieved: Use advanced processes to develop a digital technologies outcome involves:** | | | |
| using appropriate project management tools and techniques to plan the development of a digital technologies outcome | Sprint documents | Tasks are managed with a KANBAN board.  Sprints are managed with sprint documents | ⬜  ⬜ |
| decomposing the outcome into smaller components | Sprint documents | Sprint documents show the game moving from a Minimum viable product to a completed game in stages.  Sprint documents show components of the game being developed and added. | ⬜  ⬜ |
| trialling the components of the digital technologies outcome | Sprint documents | Sprint documents show the game moving from a Minimum viable product to a completed game in stages.  Sprint documents show components of the game being tested. | ⬜  ⬜ |
| testing that the digital technologies outcome functions as intended | Final Testing | A video shows testing of the final game.  Videos show testing of the game throughout its development. | ⬜  ⬜ |
| explaining relevant implications | Design Documents | Three relevant implications are explained. (This is done within the design assessment)  Examples of relevant implications relating to game assets could include:  Social  Cultural  Legal  Ethical  Intellectual property  Accessibility  Usability  Functionality  Aesthetics  sustainability and future proofing  end-user considerations | ⬜  ⬜ |
| **Notes on Achieved:** | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Merit: Use advanced processes to develop an informed digital technologies outcome involves:** | | | |
| effectively using project management and version control tools and techniques to manage the development of a digital technologies outcome | Bitbucket commit list  Sprint Documents | Evidence is provided of the student using version control to manage the code for the game.  Sprint documents show management of the game project. | ⬜  ⬜ |
| trialling multiple components and/or techniques and selecting those which are most suitable | Sprint Documents | Sprint documents show the trialing of components and techniques.  Sprint documents show the testing and selection of components and techniques. | ⬜  ⬜ |
| using information appropriately from testing and trialling to improve the functionality of the digital technologies outcome | Sprint Documents | The sprint documents show incremental improvement of the game as a result of testing and trialing. | ⬜ |
| addressing relevant implications. | Final product | All assets have been created from scratch by the student.  No copyright issues exist for the assets.  The assets are appropriate for a school setting.  The assets do not insult or harm any group of people. | ⬜  ⬜    ⬜  ⬜ |
| **Notes on Merit:** | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Excellence: Use advanced processes to develop a refined digital technologies outcome involves:** | | | |
| discussing how the information from planning, testing and trialling of components assisted in the development of a high-quality outcome. | Review of the project | The final game is a high quality product.  Students final review of the project details how planning, testing and trialling during the sprints helped to develop a high quality game. | ⬜  ⬜ |
| **Notes on Excellence:** | | | |