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

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| **Achieved: Use complex techniques to develop a digital media outcome:** | | | |
| Applying appropriate tools and techniques to meet the purpose and end-user requirements | Final game  Assets within the game. | A game with user created levels, animations, sprites and gameplay that is fun to play meets this requirement. | ⬜ |
| Applying appropriate data integrity and testing procedures | The assets.  Sprint tracking documents | Each of the game assets are labelled correctly.  Each image is sized correctly. This is demonstrated in testing.  The characters walk cycles function without jerky steps.  The walls and objects function as intended.  The walls and objects tile correctly. This is demonstrated in testing.  The sound files play.  Each sound file starts and ends immediately.  Each sound file has a similar volume level.  The game works | ⬜  ⬜  ⬜  ⬜  ⬜  ⬜  ⬜  ⬜  ⬜ |
| Applying user experience principles relevant to the purpose of the outcome | Testing document and final assets | The game has been tested during the sprints.  The sprints show that the game has responded to user testing.  Evidence for these can be from the students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes. | ⬜  ⬜ |
| Addressing relevant implications. | Final assets | 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 Achieved:** | | | |

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| **Merit: Use complex techniques to develop an informed digital media outcome:** | | | |
| Using information from testing procedures to improve the quality of the digital media outcome | Sprint Documents | Sprint documents show testing procedures being used.  Sprint documents show the results of testing improving the outcome.  Sprint documents show incremental improvement to the game over time.  Evidence for these can be from the students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes. | ⬜  ⬜  ⬜ |
| Applying user experience principles to improve the quality of the digital media outcome. | Sprint Documents | Sprint documents show user feedback and testing improving the outcome.  Evidence for this can be from the students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes. | ⬜ |
| **Notes on Merit:** | | | |

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| **Excellence: Use complex techniques to develop a refined digital media outcome:** | | | |
| iterative improvement throughout the design, development and testing process to produce a high-quality outcome | Sprint Documents | The final game design is high-quality.  Sprint documents show iterative improvement.  Evidence for these can be from the students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes. | ⬜    ⬜ |
| using efficient tools and techniques in the outcome’s production. | Sprint Documents | Sprint documents track an efficient process through the outcomes production.  Evidence for this can be from the students own sprint tracking, or end of sprint discussions recorded in teacher sprint notes. | ⬜ |
| **Notes on Excellence:** | | | |