Southampton Solent University

Coursework Assessment Brief

# Assessment Details

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| Unit Title: | Mobile Applications |
| Unit Code: | CGP 605 |
| Unit Leader: | Nicholas Thomas |
| Level: | 6 |
| Assessment Title: | AE2 – Post Mortem |
| Assessment Number: | 2 |
| Assessment Type: | Report |
| Restrictions on Time/Length : | 1500 words |
| Individual/Group: | Individual |
| Assessment Weighting: | 80% |
| Issue Date: | Sept 2017 |
| Hand In Date: | 16:00 5th January 2018 |
| Planned Feedback Date: | 4 weeks after submission |
| Mode of Submission: | Electronic online |
| Number of copies to be submitted: | 1 |
| Anonymous Marking | This assessment will :  be exempt from anonymous marking as it falls within an exempt category under the University’s Anonymous Marking Policy. |

# Assessment Task

See below

# Assessment criteria

See Below

## Learning Outcomes

This assessment will enable students to demonstrate in full or in part the learning outcomes identified in the unit descriptors.

## Late Submissions

Students are reminded that:

If this assessment is submitted late i.e. within 5 working days of the submission deadline, the mark will be capped at 40% if a pass mark is achieved;

If this assessment is submitted later than 5 working days after the submission deadline, the work will be regarded as a non-submission and will be awarded a zero;

If this assessment is being submitted as a referred piece of work (second or third attempt) then it must be submitted by the deadline date; any Refer assessment submitted late will be regarded as a non-submission and will be awarded a zero.

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2o-assessment-policy-annex-1-assessment-regulations.pdf?t=1411116004479>

## Extenuating Circumstances

The University’s Extenuating Circumstances procedure is in place if there are genuine circumstances that may prevent a student submitting an assessment. If students are not 'fit to study’, they can either request an extension to the submission deadline of 5 working days or they can request to submit the assessment at the next opportunity (Defer). In both instances students must submit an EC application with relevant evidence. If accepted by the EC Panel there will be no academic penalty for late submission or non-submission dependent on what is requested. Students are reminded that EC covers only short term issues (20 working days) and that if they experience longer term matters that impact on learning then they must contact a Student Achievement Officer for advice.

A summary of guidance notes for students is given below:

<http://portal.solent.ac.uk/support/official-documents/extenuating-circumstances/extenuating-circumstances.aspx>

## Academic Misconduct

Any submission must be students’ own work and, where facts or ideas have been used from other sources, these sources must be appropriately referenced. The University’s Academic Handbook includes the definitions of all practices that will be deemed to constitute academic misconduct. Students should check this link before submitting their work.

Procedures relating to student academic misconduct are given below:

<http://portal.solent.ac.uk/support/official-documents/complaints-conduct/student-academic-misconduct.aspx>

## Ethics Policy

The work being carried out by students must be in compliance with the Ethics Policy. Where there is an ethical issue, as specified within the Ethics Policy, then students will need an ethics release or an ethical approval prior to the start of the project.

The Ethics Policy is contained within Section 2S of the Academic Handbook:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2s-university-ethics-policy.pdf>

## Anonymous Marking

A copy of the University’s Policy on Anonymous Marking, process details and student guidance on submission sheet completion can be found on the following links, which are also uploaded on the Student Portal.

### Fact Sheet:

<http://portal.solent.ac.uk/documents/academic-services/policies-procedures-guidelines/anonymous-marking-fact-sheet.pdf>

### Process:

<http://portal.solent.ac.uk/documents/academic-services/policies-procedures-guidelines/anonymous-marking-process.pdf>

## Grade marking

The University uses a letter grade scale for the marking of assessments. Unless students have been specifically informed otherwise their marked assignment will be awarded a letter grade. More detailed information on grade marking and the grade scale can be found on myCourse.

### Policy:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-2/2o-assessment-policy.pdf>

### Fact sheet:

<http://portal.solent.ac.uk/documents/academic-services/academic-handbook/section-4/4o-grade-marking-briefing-for-students.pdf>

# Assessment Task

## Scenario

Now that you have a plan and a design for your game, it’s time to build the application!

You must now create the game you promised in the initial proposal (Assignment 1)

At certain deadlines you may be presenting in front of Thomas publishing. After which they may ask you to make some changes, or will ask you to provide a critical evaluation of how you’re progressing, if you’re meeting your schedule and should they be worried about any aspect of your project. These deadlines are how they’re evaluating your performance, a poor display here could mean they will reduce your pay, or worse still stop the payments all together.

Upon presentation of the final build, they have written it into your contract that you are required to submit a post-mortem of your development. In which you will critically evaluate your success and failures of the product’s lifecycle, including areas you could have improved.

## What you need to do

To pass this module you must do the following

* You must present your product in various stages of development at the four milestones
* Submit an updated Schedule Document taking into account feedback from the first document
* A post-mortem document describing your development process

## Final Product

Your final product should be of release quality, excluding art. This is your chance to demonstrate your ability to work as a team to produce production quality code.

Aim to build a game of sufficient complexity such that it demonstrates your abilities but be careful not to over complicate it.

Your game should also make use of a remote database to save player scores, access leader board information and any other data store related tasks that might be useful for your game, i.e. micro transactions.

## Post-Mortem Report

Your post-mortem must be 1500 words, in which you’ll cover your experience of working for an external company. You should use the following section headings

### Project Tracking

In this section you will discuss how you kept your sprints on track, what methodologies and metrics you used to keep yourself on track? Any Diagrams, burn down charts and tables used in this section are not included in your word count. It’s suggested you have both versions of your schedule in your appendices

### Reflection

Here you’re required to look back upon your product. Discuss what went wrong, what went right. Did you implement any of your back up plans? Did any of the risks you predicted come to pass? How did you work as a team?

### Improvements

After reflecting upon your development cycle, use your experience, knowledge and hindsight to suggest improvements if you were to do it again. These could be things along the lines of how you could have prevented or solved the problems in retrospect, and how would you prevent these from happening next time.

### Hand ins

Failure to hand in parts 1, 2, 3 below will result in an automatic failure

1. A printed copy of your Post Mortem. The front page of this report should be a title page that contains at least the information "**[your full name], [Student Number], CGP605, AE2".**
2. An electronic copy of your report on memory stick, CD. Write your name on the physical media.
3. A copy of your assignment project folder on memory stick or CD. Name this folder **"[LastName]\_[FirstName]\_[Student Number]\_CGP605\_AE2"**. This should include a compiled copy of the game and an apk.

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| --- | --- | --- | --- | --- | --- |
|  | F4-F1 | D3-D1 | C3-C1 | B3-B1 | A4-A1 |
| Finished Software Product  40% | *Game basic and or doesn’t meet the initial brief* | *Game has core functionality and just meets the initial brief but poorly implemented* | *Game is implemented well, fully meets the initial brief and connects to a Data base for basic user information and score saving* | *Game, fully realises the initial brief, is implemented to a good standard, few bugs and makes full use of a database for saving user data, scores and displaying a high score leader board.* | *As before, includes extra features not taught and almost completely free of bugs.* |
| Tracking  15% | *No tracking has been done during the development cycle* | *Project tracking has been attempted* | *Shows evidence of project tracking although used sporadically* | *Project tracking has been used through most of the project, and good use of metrics* | *Project tracking has been used throughout the entire development cycle, excellent use of metrics and diagrams* |
| Reflection  20% | *Student displays no or limited hindsight for project* | *Discusses some basic successes and failures of the project* | *Discusses failures and why they happened* | *Discusses successes and failures, and the effects it had upon the project* | *As before but provides in-depth insight in to why the successes and failures occurred.* |
| Improvements  20% | *Student suggests no or basic improvements* | *Student has looked at the problems and suggested some basic solutions* | *Student has studied the failures and successes and suggests solutions* | *Student has looked over the entire project and has suggested a series of well thought out solutions with some limited designs for the solutions and improvements.* | *As before but student proposes well designed solutions and improvements to the project*  *Along with an explanation for the proposed designs.* |
| Document Structure  (5%) | Document is littered with incorrect spelling or grammar.  No attempt to format the document to a professional standard has been made. | Some attempt at appropriate spelling and grammar.  Some attempt at formatting the document to a professional standard.  Little or no thought given to presentation of document. | Appropriate use of formatting, including headings, main content, page headers and footers, to a professional standard.  Mostly correct spelling and grammar, throughout the document.  Over all good presentation of document. | Good and appropriate use of formatting, including headings, main content, page headers and footers, to a professional standard.  Correct spelling, grammar and punctuation throughout the document.  Over all good presentation of document.  Appropriate use of language | Excellent and appropriate use of formatting, including headings, main content, page headers and footers, to a professional standard.  Excellent spelling, grammar and punctuation throughout the document.  Excellent presentation of document over all.  Excellent use of appropriate language. |