**Internal Assessment Resource**

**Digital Technologies: Level 1**

This resource supports assessment against [Achievement Standard 92005](https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2024/as92005.pdf)

**Standard title:** Develop a digital technologies outcome

**Credits:** 5 Credits

**Resource title: Turbo Taxi Tycoon**

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| Authenticity of evidence | Assessor involvement during the assessment event is limited to providing general feedback which suggests sections of student work that would benefit from further development or skills a student may need to revisit across the work. Student work which has received sustained or detailed feedback is not suitable for submission towards this Standard. |

**Student/Ākonga instructions**

**Introduction**

You are going to make a video game using Godot over twelve weeks.

This video game will be the one that you designed in “AS92007- Video Game Design”.

If you did not do the “Video Game Design” unit, then you may be given a design from your teacher or pick a design from the sample given to you on the website.

Please ensure you have a sound grasp of Godot and GDScript before attempting this assessment. You will be expected to be able to follow basic software engineering and video game design conventions during this project.

Conventions include but are not limited to:

* Using an organised file structure for your project files
* Using well named files and folders in your project
* Using code comments where appropriate
* Following common language conventions for GDScript ([information here](https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_styleguide.html))
* Using version control including descriptive commit messages

You will develop your video game through three four week long sprints, keeping a record of your progress as you go. Git Version control and your Trello Board as evidence of this.

If you are unable to use git, multiple files in your source code folder must be made with version number included.

You will submit the working video game (hosted on itch.io or a zip of your project) as well as this document for assessment against the criteria listed above.

Complete the following questions.

Level 1 Game Development Log

In game development, documenting your journey is not just a formality; it's a critical tool for aspiring game developers. This log will serve as your digital diary, chronicling the highs, lows, and everything in between during your game development process. It's your roadmap to improvement, a record of lessons learned, and a source of inspiration for future projects.

### Overall Project Planning

### Link to your Game Design Document (or Appendix 1 completed)

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### Link to your Trello Plan (make sure it is public by opening it in an incognito window) :

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### Link to Github (if applicable)

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### Links to game on itch.io

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| --- | --- | --- |
| Sprint 1 |  |  |
| Sprint 2 |  |  |
| Sprint 3 |  |  |
| Final Product |  |  |

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## Sprint #1

### Sprint #1 Planning (MVP)

What are your priorities and goals for this development cycle?

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### Sprint#1 Testing and Feedback

You need to build, test and gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](https://docs.google.com/forms/d/e/1FAIpQLSdiwAdV0x21wULaQF_PmbziJ50VbfEPu84KjKbSBKJUSUCtrA/viewform?usp=sf_link)

Link to Feedback Responses Spreadsheet. (remember to share the results NOT the form)

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### Summary of Feedback

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| What did the feedback say in general about your game? What are you going to do about it? |

### Sprint #1 Project Reflection:

Things to consider when answering

* Time restraints
* Resources
* New knowledge
* Unforeseen problems
* Testing

Screenshot of the game at end of this Development Cycle

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What went well and why? **Add a screenshot.**

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What didn’t go well and why? How did you overcome these challenges? **Add a screenshot.**

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What have you learned? **Add a screenshot.**

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What are you most proud of this sprint? What is it? How did you make it? How did you test that it was successful? **Add a screenshot.**

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## Sprint # 2

### Sprint #2 Planning

What are your priorities and goals for this development cycle? Include a screenshot of your trello board at this stage.

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### Sprint#2 Testing and Feedback

You need to build, test and gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example [HERE](https://docs.google.com/forms/d/e/1FAIpQLSdiwAdV0x21wULaQF_PmbziJ50VbfEPu84KjKbSBKJUSUCtrA/viewform?usp=sf_link)

Link to Feedback Responses Spreadsheet. (remember to share the document)

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### Summary of Feedback

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| What did the feedback say in general about your game? What are you going to do about it? |

### Sprint #2 Project Reflection:

Things to consider when answering

* Time restraints
* Resources
* New knowledge
* Unforeseen problems
* Testing

Screenshot of the game at end of this Development Cycle

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What went well and why? Add a screenshot.

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What didn’t go well and why? How did you overcome these challenges? Add a screenshot.

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What have you learned? Add a screenshot.

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What are you most proud of this sprint? What is it? How did you make it? How did you test that it was successful? Add a screenshot.

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## Sprint #3

### Sprint #3 Planning

What are your priorities and goals for this development cycle? Include a screenshot of your trello board at this stage.

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### Final Reflection (long answer)

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| What did the feedback say in general about your game? Are you happy with how it turned out? Why? What went well/poorly with the project? If you had more time what might you do? What would you do differently if you could start again? Add some screenshots where relevant. |

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**This page for teacher use only**

**Internal Assessment Resource**

**For Teacher Use**

Assessment Criteria for “Let’s make a game!”

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| --- | --- | --- |
| **Achieved**  **Develop a digital technologies outcome** | **Comments** |  |
| Identifying the purpose, potential users, requirements, and specifications of the outcome | Completed in GDD  If a GDD has not been completed, students must complete Appendix 1 |  |
| Using appropriate tools and techniques of a digital technologies domain to produce an outcome that addresses the requirements and specifications | Use Godot Engine and GDScript to create a game that functions as expected and hands it in on time.  Handed in all project code as a github link or as zip file.  May not have used github  Final project may not look exactly like design and might not have all the intended functionality. |  |
| Testing the outcome to ensure basic functionality. | Teacher observation of testing and the application looks and functions mostly as expected. |  |
| **Merit**  **Refine a digital technologies outcome** |  |  |
| Following relevant conventions of a digital technologies domain | Meet at least 4 of the following (teacher discretion)  Conventions include but are not limited to:   * Uses common control scheme * Can win/lose game * Has menu and game level * Displays Score/UI * Using code comments where appropriate * Following common language conventions for GDScript |  |
| Using information from testing to make improvements to the outcome's fitness for purpose. | Did testing during development. This can be observed or exemplified through a git commit log or multiple versions of the game with clear incremental improvements.  Participated in end of sprint feedback sessions both as a tester and having their game tested. |  |
| **Excellence**  **Enhance a digital technologies outcome** |  |  |
| using information from trialling the outcome with others to improve its fitness for purpose | Lots of improvement through at least three versions. Including relevant feedback from others and implementing suggested changes where appropriate.  Participated in end of sprint feedback sessions both as a tester and having their game tested. |  |
| applying tools and techniques effectively in the production of a fit-for-purpose outcome. | The final outcome meets the design and specifications and shows polish and refinement to create an above average game that follows all conventions.  Adds features like audio, particle systems, lighting, user choice etc. |  |

Appendix 1: Game Design Summary

This section only needs to be completed if you have NOT completed the GDD during your design.

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| What game are you going to make? |
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| What is the purpose of this game? |
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| Who is the target audience of this game? |
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| What are the basic requirements and specifications of this game? | |
| Requirements | Specifications |
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