

Assessment Criteria

Full Time Courses – 1st Year Advanced Diploma

CIP Code 36.0103 Advanced Diploma in Professional Game Development - Programming

Title: Retro Game (ADGP 105)

Start Date: 09/29/14

Assessment Date: 10/28/14

General description

You are to create a Top-Down Shooter Retro style 2D game using the given framework. Examples of this style of game will be demonstrated in class by your teacher. The major components of the game will be built up through application of programming concepts and through application of class exercises.

There will be opportunities for you to revisit and improve upon your game during the latter part of the course, adding in more complex Artificial Intelligence and refactoring of code to further improve the retro game.

Through the completion of this assessment, you will be able to demonstrate the ability to design, plan and build a simple game, create and code "bug and error free" program and have a understanding of C++ programming constructs, classes,

functions and data structures.

When the game is loaded, the user should be presented with a splash screen followed by a main menu that contains at least 3 options (Start Game, High Scores and Quit).

The game that you have chosen to re/make must be approved by your class teacher, and the final result of this assessment must represent this game, you are able to add new elements to this game however overall the game should be a homage to this genre and style of game.

You are to document all code with appropriate comments and include a "how-to-play" text file containing player controls and instructions or alternatively have these presented to the player in game.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed. Demonstrate basic understanding and application of a programming language, syntax and rules

- Dynamic Memory allocation
- Demonstrate ability to develop algorithms
- Use of classes and structures
- Demonstrate and use a given framework
- Demonstrate basic understanding on the configuration of compiler settings and the setting of directories
- Demonstrate basic knowledge of debugging, testing and compiling of a program
- Conform to a brief and create content within these limitations
- Submission of error free code
- Programming in an Object oriented design
- Creating documentation for a project

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

1. A playable 2D top down shooter retro styled game.
2. Use of classes, structures and arrays within the submitted source code.
3. Demonstrate proficient use of Visual Studio for debugging and problem solving
4. Adhere to coding standards
5. Adhere to a design document during development

Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
- Know what evidence you must provide during your assessment
- Take an active part in the assessment process
- Be ready for the assessment at the nominated time

Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document. Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 minutes to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be

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assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or not *yet competent*.

REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have one (1) week to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognize the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent
1. A playable 2D top down shooter retro styled game.	Using Visual Studio 2013 and the AIE Framework a retro styled top down 2D shooter game should be created, the game should contain functional elements from the style of game that it is based off. The game should function as intended.
2. Use of classes, structures and arrays within the submitted source code.	Source code submitted for this project must give demonstration of the use of classes, structures and arrays and appropriate program flow control. Demonstrating that understanding of these techniques has been acquired.
3. Demonstrate proficient use of Visual Studio for debugging and problem solving	During the course of production it will have been evidenced by your class teacher that correct use and understanding of Visual Studio's debugging tools has been attained. Also through correctly commenting code an appropriate level of problem solving can be witnessed.
4. Adhere to coding standards	Followed AIE's coding standard and applied internal documentation to all code created.
5. Adhere to a design document during development	Create and follow a UML document in your development process.