Practice Assessment Task – General (Student Version)

National Unit Details	
Code(s)	**Title(s)**
ICTPRG301	Apply introductory programming techniques
Assessment Task	

Number	0.3	**Title**	Building a Rock, Paper, Scissors (Practice)

Section 1 – Practice Assessment Task Overview and Description

Case Study

A beginner programming institution has requested your team to build fun and interactive games for beginner programmers to try and replicate in their own time. The team leader has tasked you with building a rock paper scissors game and has provided you with the below requirements.

- The game must be developed in *C# .NET Core* using *Visual Studio*
- The game will be **one player** vs a computer
- Best of 3 turns wins the round, and best of 3 rounds wins the game (9 turns total)
- The game must use the **console** as an input and output method
- **Internal documentation** must be present within the C# code (eg: '// take turn from user')

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*Please complete the following tasks within the **time restraint provided by your teacher**.*

<mark>It is highly recommended you read the whole assessment before starting.</mark>

Tasks

Task 0 – Setup your GitHub Environment

Create a GitHub repository called 'IntroPrograming_<studentid>' and place all of your code into this repo. **Please ensure that all the tasks below are committed separately!**

Task 1 – Taking turns for a round

Take a turn from the user and display what the computer as guessed, and if they have won. **Ensure to document your code.**

> ### *Task 1.1*
>
> Repeat these 3 times and store the win / loose results for the round.

Task 2 – Best of 3 Rounds

Repeat the above round 3 times and store the rounds win / loose results. **Ensure to document your code.**

> ### *Task 2.1*
>
> Display the results of all rounds (win / loose).
>
> ### *Task 2.2*
>
> Let the user know in a very expressive way if they are lost or won the game.

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Section 2 – Practice Assessment Task Submission Information

Submission Details	**Due date:**
	This is a practice assessment and <mark>does not count to your final grade</mark>. Please use this assessment as a **guide only** as what will be on the coming assessment.
	You may submit this assessment through canvas; however, it will not be marked. If you require feedback on your practice submission, please contact your teacher.

Summary of Evidence to be Submitted

☐ This document as a PDF

☐ Screenshot of the Console with a winning game

☐ Screenshot of the Console with a losing game

☐ Functional C# project (with all code) as a zip (ensure that you **include all project files** in the zip)

The task will be assessed as satisfactory when all of the required evidence listed has been satisfactorily demonstrated.

* If applicable, for graded units, the task must be satisfactorily completed before marks will be allocated. Refer to your unit outline for more information.

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Section 3 – Practice Assessment Task Criteria and Outcome

All items/criteria must be demonstrated satisfactorily to achieve this task. The items/criteria for this activity will be assessed as S – Satisfactory or US – Unsatisfactory.

	Items/criteria
1.	A functional C# project that covers all the tasks
2.	Usage of at least 2 (two) while loop
3.	Usage of at least 2 (two) if, else if and / or else statements
4.	Usage of at least 1 (one) list or array

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Section 4 – General Practice Assessment Information

Decision Making Rules	Each activity in the assessment task must be satisfactorily completed for the task to be assessed as satisfactory. Every task must be satisfactorily completed to be assessed as competent in the unit. ** For graded units, competence must be demonstrated before a mark can be given.*
Plagiarism	There are serious penalties for plagiarism that may include repeating a new assessment task or being withdrawn for the unit / course. Students must ensure that all assessments are their own work (or group work and clearly noted as such). Please refer to www.swinburne.edu.au/corporate/registrar/plagiarism/index.html
Reasonable Adjustment	Students may request reasonable adjustment for assessment tasks. Reasonable adjustment usually involves varying: ▪ the processes for conducting the assessment (eg: allowing additional time, varying the venue) ▪ the evidence gathering techniques (eg: oral rather than written questioning, use of a scribe, modifications to equipment) However, the evidence collected must allow the student to demonstrate all requirements of the unit. If you have any other issue that may impact your ability to undertake the assessment, please discuss with your teacher.
Re-submission *(where tasks are not satisfactorily completed)*	Assessment tasks that are not satisfactory can be resubmitted up until the end of the unit as scheduled on the Unit Outline. The timing on this may depend on the equipment required for this assessment task. Resubmissions received after the scheduled unit end date may not be accepted unless approved by the teacher prior to the end date. Note: Assessment tasks submitted for the first time after the unit end date as scheduled in the Unit Outline will not be assessed and the student should re-enrol into the unit.
Special consideration	Students may apply for Special Consideration where personal circumstances have adversely affected their task result or ability to undertake an assessment. A Special Consideration form can be completed prior to, but no later than 3 days after, the date of assessment and submitted to the relevant Manager.
Work Health & Safety	Activities may require the use of equipment or participation in group exercises. If the teacher identifies any unsafe activity or potentially dangerous situations, the teacher can stop the assessment at any time.