

Title: Production

Assessment Details: (please refer to your Class Schedule for actual date)

Start Date: Session 13

Submission Date: Session 19

Assessment Date: Session 19

Assessable units of competency

ICAPRG301A – Apply introductory programming techniques

ICAWEB201A – Use social media tools for collaboration and engagement

BSBSUS201A – Participate in environmentally sustainable work practices

ICAICT209A – Interact with ICT clients

CUFDIG201A – Maintain interactive content

ICAICT202A – Work and communicate effectively in an IT environment

ICAICT203A – Operate application software packages

General description

In the assignment, students are to produce their own small web-based 2D game using HTML5 and JavaScript. Students will learn about the importance of communication and develop an understanding of the development life cycle of a small project. It is recommended that students work in groups of 2 or 3 to fully understand the importance of communication. Collaboration tools will be used to document the student's entire development process and used to ensure all team members are on the same page.

Working in your team, you will need to develop a simple and small 2D game. You may choose to develop any game; however it must be small in scope and achievable within the assessment time frame.

There are 3 parts to the development process.

- **Initial Design document and Project Plan:**

You will be required to document as much detail about this game as possible before any development can commence. A Template document will be provided.

Your Teacher will either accept or reject the proposed idea; it is a good idea to get your teachers feedback on the game idea before spending time to much time on this. Games will be rejected if:

- Too Large in scope
- Inappropriate or offensive themes

- The design document does not contain enough detail
- The project plan does not contain enough detail

- **Beginning Development:**

Now that your initial design doc and project plan have been created, you should have a rough idea of milestones that need to be completed and estimated time to complete each milestone. Begin development by working toward the first milestone.

Using the coloration tools selected by your teacher Log feature requests, features added, features updated, bugs found, bugs fixed and who completed the feature/bug.

If at any point during the project you fail to meet your milestones, you will need to re-think what can be included in the game. If this means cutting features, then cut features. You will need to be on top of your project management. The last thing you want is a project that is not finished.

- **Polish and Release**

You should always strive to complete the project well before the due date, set aside at minimum two (2) weeks before submission where NO FEATURES ARE TO BE ADDED. Use this time fix errors and program crashes, update graphics and sounds, improve player controls, design levels, and make the game feel finished.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- A – Use of word processing and productivity software (MS Office, Open Office, Google Docs, Pages)
- B – Use of collaboration tools
- C – Working and communicating in a team on a small project
- D – Create and maintain interactive content
- E – Apply introductory programming techniques



Assessment Criteria

Part Time Courses – Game Programming Foundations (Javascript)

ICA20111 - Certificate II in Information, Digital Media and Technology



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. Creation of game design document – Skill (A)
2. Use of collaboration tools to keep track of project bugs and features – Skill (B)
3. Development of game with at least 1 other person – Skill (C)
4. Development of game content and update documents as the project evolves – Skill (D)
5. Development of a web game using JavaScript – Skill (E)

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 rubric

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

Evidence	Definition of Competent for Production
1. Creation of game design document	Submit a game design document that details: <ul style="list-style-type: none">• The game mechanics that will be implemented,• Keyboard and mouse controls,• Target Audience,• Rough schedule defining the outline of project milestones, and rough estimate of who within the team is responsible for completing each feature.
2. Used collaboration tools to keep track of project bugs and features	<ul style="list-style-type: none">• Bugs and new features are logged appropriately within the suggested collaboration tools.• Bugs and Features are marked as complete by the person who completed it.
3. Development of game with at least 1 other person	<ul style="list-style-type: none">• The game project has had multiple people contribute to its development.• Tasks completed by each person have been logged in the collaboration tools where appropriate and tasks have been scheduled for multiple people within the game design document.• Screen-shots of the collaboration software used are submitted as evidence (For example, a screen shot of your Trello board or skype conversation). This evidence must address the previous two points.
4. Development of game content and update documents as project evolves	<ul style="list-style-type: none">• Graphics and Sounds used within the game have been created by the persons working on the project.• Sounds and graphics from an outside source (internet) are credited appropriately.• The design document is updates as changes are discovered.
5. Development of a web game using JavaScript	<ul style="list-style-type: none">• The game runs without errors in a web browser, and• The game mechanics defined within the game design document have been implemented and works as intended.



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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 mins 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 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 recognise 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.

