

Please read the instructions printed at the end of this sheet before completing this form. One of these cover sheets, suitably completed, should be attached to the assessed work of each candidate in the moderation sample.

Unit Title	Programming Project	Unit Code	H446 (03/04)	Session	June	Year	2021
Centre Name	Dulwich College				Centre Number		10816
Candidate Name	Kagan Ugur Pekgoz				Candidate Number		

Analysis (maximum 10 marks)

Marks	Comments
9	I have started the section by identifying a vague area to develop my idea upon, then I narrowed the issue I found to a problem that I could solve. I have justified that the solution was suited for a computational approach due to the hobbies of my target audience and justified it by explaining if young people are spending most of their time on electronics, it is beneficial for their education that they spend this enhancing their skills that might not be as refined. From this point I have created a profile for my target audience that was directly influenced by the problem identification section. The various research where I interpreted the data and came to the conclusion of creating an interview environment was the best way to gather information about the target audience, however, my research could have been more detailed. Various questions I asked were to gather data regarding research on the topic and the clients. this allowed me to form an informed

Design (maximum 15 marks)

Marks	Comments
15	By starting form an informed idea I split the game into elementary sections where each section was a core mechanic of the game, so directly influenced by the criteria, and its design and structure was justified by comparing to the criteria or other valid reasons. Also structure I demonstrated was expanded upon by adding meaningful pseudocode to demonstrate functionality or show initial ideas of implementation. The following steps were to implement these ideas that I have just explored. From here modules that made sense were implemented and explained with evidence to why some implementation choices were taken. Then I followed a structured path that split my implementation into parts that made sense together, in creating the core mechanics of the project. Testing ideas were also included to later check the integrity and the validity of some of these ideas that I've implemented

Developing the coded solution (maximum 25 marks)

Iterative development of a coded solution (maximum 15 marks)

Marks	Comments
15	

Testing to inform development (maximum 10 marks)

Marks	Comments
8	(Applies to the whole of Development) This stage, I started with certain additions to the previous implementation, however, my justification for such additions were not based on any testing which seemed out of place. However, testing proceeds this section to inform my future ideas and I clearly demonstrate issues or bugs with current code. Then this clearly outlined problems become by justification for the various development points that I include later on to make sure the game meets more and more specification points that were finalised earlier. I repeat this cycle one more time, with functionality tests and another stage of implementation that is supported by specification points as well as the results of the previously mentioned tests. The multiple cycles of development demonstrate the non-linear process of the development if the project

Evaluation (maximum 20 marks)**Testing to inform evaluation (maximum 5 marks)**

Marks	Comments
5	

Evaluation of solution (maximum 15 marks)

Marks	Comments
15	The final stage, I start with outlining everything that my final product can achieve, I demonstrate these achievements and present the project to another focus group where I gather feedback. After the user feedback I start to do functionality testing while outlining which initial specification points I have met and which I have not. After a significant number of tests I evaluate the success of my product by considering a usability point as well as a net success view-point. After the evaluation I demonstrate some maintainable and modular qualities of the project. By combining that with all of the evaluation; I discuss potential developments that could be implemented to further increase the success rate of the project if

Total Project Mark (maximum 70)**67**

Please note: This form may be updated on an annual basis. The current version of this form will be available on the OCR website (www.ocr.org.uk).

Guidance on Completion of this Form

- 1 One sheet should be used for each candidate.
- 2 Please ensure that the appropriate boxes at the top of the form are completed.
- 3 Enter the mark awarded for each Assessment Criterion in the appropriate box.
- 4 Add together the marks for the Assessment Criteria to give a total out of 70. Enter this total in the relevant box.