***This contains the assessor and the student assessment feedback versions of the assessment task.***

***Complete the*** [***Assessment Task – Observation (Student Version)***](https://wiki.swinburne.edu.au/display/tafestaff/Quality+Life+Cycle+-+Plan#QualityLifeCycle-Plan-P2) ***to provide the students with a student version of this assessment task. The student version provides a summary of the activity they will be required to undertake. The student should not be allowed to review the content within this version as it details the expected performance. The completed student assessment feedback version (page 2) can be shown to the student once the task has been completed.***

| **Section 1 – Detailed Task Instructions for Conducting the Assessment** |
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*See included PDF. Only Pass Tasks are required for satisfactory completion.*

*Interface\_Challenge\_1.pdf*

*Assessment to be conducted in class.*

*Assessment will require:*

*Web Browser*

*Text Editor/Code IDE*

*Internet connection*

*File Templates: SimonSays.html, SimonSays.css, SimonSays.js (Provided)*

*Interface\_Challenge\_1\_Obs.docx*

**Submission details:**

*Submit git link to your public repository to Blackboard*

*Submit a copy of this form to Blackboard*

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| **Student ID** |  |  | **Student Name** |  |

| Section 1 – Assessment Task Criteria and Outcome |
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*This section consists of two parts: Part A – Observation, Part B Oral Questioning.*

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| Part A – Observation | | | |
| *All items/criteria observed for this activity must be demonstrated satisfactorily to achieve this task and have been assessed as S – Satisfactory or US – Unsatisfactory. A satisfactory outcome must be achieved for all items/criteria prior to a grading outcome being applied, if applicable.* | | | |
| Items/criteria to be observed | | Outcome  *S or US* | If unsatisfactory, outline reason |
| 1. | **Gameboard**   * layout with four colours * styled |  |  |
| 2. | Click listeners on gameboard   * added via JS/JQ |  |  |
| 3. | Game end conditions met   * lose * win |  |  |
| 4. | Game start conditions met   * new level * restart |  |  |
| 5. | JS/JQ code meets industry requirements   * indentation * coding conventions |  |  |

| **Observation – Items/Criteria to be Reassessed** *(if required)* | | | |
| --- | --- | --- | --- |
| **Items/criteria to be reassessed** | **Date** | **Record students’ performance in reassessment and assessment judgement** | ***Outcome***  ***S or US*** |
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| **Part B – Oral Questioning** | | |
| --- | --- | --- |
| *All responses provided for this activity must be demonstrated satisfactorily to achieve this task and have been assessed as S – Satisfactory or US – Unsatisfactory. A satisfactory outcome must be achieved for all items/criteria prior to a grading outcome being applied, if applicable.* | | |
| **Question and Anticipated/Potential Response**  *Tick/circle or record the student response* | | Outcome  *S or US* |
| **1.** | **How does your design meet the requirements of a Simon Says game?**  Student response |  |
| **2.** | **What events did you choose? Where are they implemented?**  Student response |  |
| **3.** | **Why did you choose the events used?**  Student response |  |

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| **Section 2 – Feedback to Student** |
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| **Overall Assessment Task Result** |  | **Satisfactory** |  | **Unsatisfactory** | **Grade** *(if applicable)* |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Name** | **Signature** | **Date** |
| **Assessor** | **Andrew Antolino/Anh Nguyen** |  |  |
| **Student** |  |  |  |