Task 1 – Analysis & Design

Marks	Hours	Window
58	20	3 weeks

Level of control	
Monitored access to internet ✔	Research outside of lessons ✔
Work on proposal outside of lessons ✘	Work on designs outside of lessons ✘
Take research notes into lessons ✔	Teacher guidance/feedback ✘

		What should it include?	
A - Analysis	Research	• How is hardware & software used in the industry in question • Newly emerging technologies • How digital could be used to meet different user's needs • Industry-specific guidelines and regulations ⓘ *Keep your research notes and submit as an appendix*	

	Proposal	Rationale for the new system you are proposing:
		• Business Context
		• Functional & non-functional requirements
		• Decomposition of problems to be solved
		• Key Performance indicators (KPIs) and user acceptance criteria
		• Description of proposed solution
		• Justification of:
		  ○ How solution meets needs of client and users
		  ○ How potential risks will be mitigated
		  ○ How legal & regulatory requirements will be addressed
		ⓘ *Proposal is worth 24 / 58 marks*	

B - Design	Visual	• Wire Frames • Interface Designs • Style Guides • Site structure diagrams • Clickable prototype	
	Data	• Data Dictionary • Data Flow Diagram(s) • Entity Relationship Diagrams (ERDs) • Class Diagrams	
	Algorithm	• Flowcharts • Pseudocode ⓘ *Demonstrate no more than **5** complex problems*	
	Test Strategy	Selection of relevant tests: • Order in which you intend to test all components of the solution • Types of test to be carried out for each component ⓘ *Test_Strategy_Template.doc*	

Task 2
Development & Testing

Marks	Hours	Window
48	30	4 weeks

Level of control	
Monitored access to internet ✔	Access to previous work from Task 1 ✔
Make changes to work from Task 1 ✘	General feedback from teacher (see below) ✔
Teacher guidance on how to improve ✘	Work on development outside of lessons ✘

		What should it include?	
Development	Assets	• Record sources used • Describe content & purpose • Retrieval date	
	Prototype	• Commented code in at least 2 languages • Document iterative testing • Document changes made (iteratively) • Proof of high-quality user experience • Proof of following legal & regulatory guidelines ⓘ *Save & submit organised copies of key versions* ⓘ *Save & submit your code as PDFs & .txt files*	
	Testing	- Iterative approach to testing - Testing of the following, using appropriate test data: • Inputs • Calculations • Validation • Processes ⓘ *Task 2_Test_Log_Template.doc*	

What is 'General Feedback'?	
Teacher Can	**Teacher Can't**
✓ Comment on the appropriateness of your solution ✓ Comment on whether it functions as intended	✘ Provide guidance on how to improve your solution

Task 3 – Gathering & Evaluating Feedback

	Marks	Hours	Window
A	24	15	2 weeks
B	15	2	2 days

Level of control (A - Gathering Feedback)	
Access to internet ✔	Gather feedback inside/outside of lessons ✔
Produce evidence outside of lessons ✔	Access to previous work from Tasks 1 & 2 ✔
Make changes to work from Tasks 1 & 2 ✘	Teacher guidance/feedback ✘
Level of control (B - Evaluating Feedback)	
Access to internet ✘	Access to previous work from Tasks 1-3a ✔
Make changes to work from Tasks 1-3a ✘	Teacher guidance/feedback ✘

		What should it include?	
A – Gathering Feedback	Materials	Produce materials to support gathering of feedback from: • A technical audience (e.g. programming professionals) • A non-technical audience (e.g. the client, the users)	
	Demonstration	Use appropriate tools, methods, and techniques to prepare demonstrations of the prototypes' functionality that are intended to be used to show the functionality of the prototype to: • A technical audience (e.g. programming professionals) • A non-technical audience (e.g. the client, the users)	
	Plan	Produce a plan for how you intend to gather feedback	
	Gather	Use the materials you produce to gather feedback	
	Record	Record the feedback received in a format(s) suitable for analysis.	
B – Evaluating Feedback	Assets & Content	• Why the chosen assets and content were selected, and other content rejected • The validity and reliability of the sources of information you used • Any legal and ethical implications of the assets and content selected	
	Solution	how well the digital solution you planned and produced meets: • Functional and non-functional requirements of the solution • Key performance indicators (KPIs) • User acceptance criteria for the proposed solution + How the prototype could be developed further.	