

Java Summative Assessment

Assessment criteria and tools.

As per the LO Mapping Matrix, we will use a Summative assessment to consolidate the understanding of all Learning Objectives and Outcomes. Pass mark has been determined using the ANG OFF statistical analysis method and a pass mark of 75% has been determined for the course.

Java Fundamentals – Capstone (Summative Assessment)

Assessment task:	Summative Assessment – Capstone
Weighting	100%
Task description:	<p>This assessment requires the student to create a project in Java that meets the written requirements below. The project will be graded against its complexity, use of OOP concepts and adherence to code conventions.</p> <p>The student is required to develop the backend framework for a video game. The project must have at least:</p> <ul style="list-style-type: none">• Two types of territory that can house villagers (e.g., Kingdom, Dynasty, etc.)• Villager class that extends to three professions (e.g., Knight, Blacksmith, Farmer).• Three types of buildings that exist within each territory <p>The program must:</p> <ul style="list-style-type: none">• Allow the user to create their Territory and then add buildings and villagers.• The user must be able to name their territory and villagers• Allow the user to assign a villager to a building within the territory• Be able to print out the structure of the territory listing the name of the territory, the buildings, and the villagers assigned to each building. <p>Students are encouraged to explore the functionality and develop their own ideas within the scope of the assessment. As an example, Resource management could be implemented with buildings providing resources and the creation of units or buildings costing more resources. The program could be turned into a turn-based text game where each player can act for their territory.</p> <p>The program can be as complex or as simple as you desire, provided it meets the criteria listed within the Marking Criteria Matrix</p>