Attachment 1: Assessment Task project documentation

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# 1.“Broom Broom” Design Specifications

(See 12SDD textbook page 117 see ‘hints’ page module 24)

# 2.“program name” Log book

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=) Page 22)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date /Time | Description of progress | Tasks achieved | Issues- stumbling blocks | references |
| 9/05/2023 | Received Assessment task notification |  | Understanding what to do. |  |
| 10/05/2023 | Created a github repository and make a stackoverflow account | Shared the github repository to my teacher. |  |  |
| 14/05/2023 | Had a live lesson with my teacher discussing the task. | Found out the project is based of our past weekly work. Started my documentation file |  |  |
| 17/05/2023 | Followed a tutorial on how to Create a button class. Which would allow me to easily make buttons for the main menus . | Started the front screen main menu. And found assets for the buttons online | Had issues trying to implement my own hoverbutton feature. That makes the buttons glow once the mouse is over them. Had | https://www.youtube.com/watch?v=G8MYGDf\_9ho&t=637s |
| 19/05/2023 | Fixed hover buttons and added and added the help button asset |  |  |  |

# 3.‘program name” Gantt chart

Embed spreadsheet object here see hints page module 24

# 4. “program name” Context Diagram

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=) Page 13)

Road Rage Game System

User

Keyboard and mouse

# 5.“program name” Structure Chart

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=) see hints page module 24

# 6.“program name” Storyboard

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=) Page 20)

7.“program name” Test Report of final game:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User level of IT experience** | **Computer specs** | **Users feedback** | **Developer’s observations of user** | **Performance/ Errors** |
| **Very minimal** | **I5 9600KF, 1660 Super, 16 GB DDR4 3200mhz, 240GB m.2 drive.** | **It was very bad.** | **Needed help with knowing what to click on the screen and needed the controls told to them. (They were 4)**  **Once he was in the game, he could play it ok. Survived up to 20 points.** | **None in this trial.** |
|  |  |  |  |  |
|  |  |  |  |  |

8.“program name” Evaluation :

**the effectiveness of the final software solution compared to 1. design specifications (checklist)**

9.“program name” Maintenance:

**A discussion of future possible features to add to pygame or technology considerations (3 sentences)**

# 10.‘program code’

Copy and paste all your pygame code ( include comments) below.