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. |  |
|  |  |  |  |  |

# 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)

Game System

User

# 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** |
|  | **4090Ti** |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

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.