



ASSESSMENT COVER AND FEEDBACK SHEET

ICTICT433 – Assessment 2: Prototype GUI

Consisting of the following units of competence:

Grouping: Gaming Development		
Consisting of the following units of competence (UoC):		
National ID	State ID	Competency Title
ICTICT433		Build graphical user interface

Being delivered as part of the qualifications

Training Package Title and National Code:		ICT – Information and Communications Technology	
Qualification Title:	Certificate IV in Information Technology (Gaming Development)	Qualification State IDs:	AC17
Qualification National ID:	ICT40120		

Students to sign this document when submitting an assessment.

Due Date:	Week 5	Date Submitted:	
Assessment description	GUI Prototype		
STUDENT DECLARATION			
I have read and understand the details of the assessment.			
I have been informed of the conditions of the assessment and the appeals process.			
I agree to participate in this assessment.			
I certify that the attached is my own work.			
Student ID	Student Name	Student Signature	
Assessor's Name	Colton Onderwater	Signature:	Date:



INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment	ICTICT433 – Assessment 2: Prototype GUI
Duration of Assessment	Week 3 - Week 5
Location of Assessment	Classroom and home.
Conditions	<p>Students are assessed individually whilst completing a digital game project, students work in production teams.</p> <p>Their game project provides context for assessment, if their individual games do not cover the performance criteria the portfolio items may be used as evidence.</p> <p>It is recommended that the game project is used as often as possible.</p> <p>Please check the plagiarism policy available in the Student Handbook</p> <p>Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none">• computer hardware and software• games engines• file storage.
Elements and Criteria	As detailed in the assessment plan.



TO THE STUDENT

Purpose of Assessment

Assessment must confirm the ability to:

- Build Prototype using tools available in determined language
- Build GUI using toolkit's classes or widgets, containers and other pertinent features according to specification

What is Assessed

As detailed in the assessment plan.

Assessment Duration

Week 5 from commencement until Week 8

Allowable Materials

appropriate computer hardware and software

Required Resources

Access to Blackboard shell, Word processor, IDE, Game Engine and Internet





ICTICT433 – Assessment 2: Prototype GUI

Students are to build a functional prototype of the GUI designed in Assessment 1.
Students are to only develop the GUI interactions e.g if the students GUI brightens the screen with sliders, they are to only code the action of moving the sliders, **not** the screen getting brighter

Students are to submit the following:

- **Screen captures of the working GUI**
- **All project files and source code**

Submit of the above in the assessment submissions area on Blackboard.

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

Assessor Name: Colton Onderwater	Satisfactorily Completed	Yes	No
Signature:			