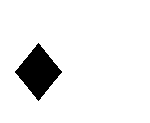
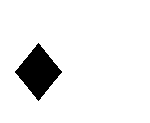
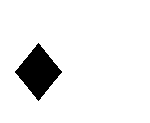
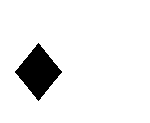
|  |  |
| --- | --- |
| **Outcome 1** | Identify and apply good coding practice. |
| **Outcome 2** | Identify and apply a range of games programming techniques. |
| **Outcome 3** | Create a working game demonstration using a recognised programming language. |

### Task

You are required to **design, produce, evaluate and demonstrate** a working game demo in a recognised programming language. The code can be sourced from a variety of sources including in-class examples, the internet, textbooks and individually created code segments.

Throughout your code you must ensure that you:

apply appropriate naming conventions use comments

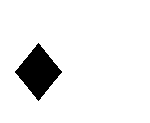
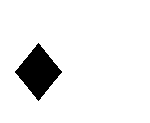
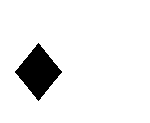
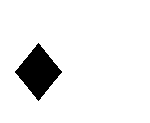
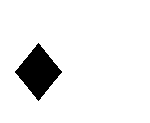


use appropriate indentation and spacing

implement appropriate variable declarations and initialisations

The specifics of the code will vary depending on the language in use but a minimum of **one** of each of the following should be used:

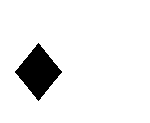
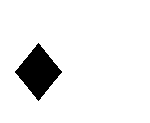
data types — integers, floats etc data structures — arrays etc control structures — while, if, for etc



arithmetic operators — <, >, ++ or logical operators — ||, && etc manipulation of graphics

After your game demo is complete and playable, you should ask one or more of your peers to evaluate your game and give you feedback on:

areas for development



recommendations for future development

You should use this feedback to complete your evaluation.

**Peer review**

### Candidate name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Candidate ID: \_\_\_\_\_\_\_\_\_\_\_\_\_

Complete the grid below for the identified areas:

|  |  |
| --- | --- |
| **Criteria** | **Your comments** |
| **Areas for development:** |  |
| **Recommendations**  **for future development:** |  |

**Peer reviewer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Peer signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Candidate checklist**

### Candidate name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Candidate ID: \_\_\_\_\_\_\_\_\_\_\_\_

|  |  |
| --- | --- |
| **Evidence requirements** | **Tick and date when completed** |
| **Related Outcomes: 1 and 2**  **Game design plan/and game showing:** |  |
| appropriate use of comments through the code segments |  |
| appropriate use of indentation in code segments |  |
| appropriate indentation throughout |  |
| correct naming conventions and variable declarations |  |
| identification and use of at least one data structure |  |
| identification and use of at least one appropriate control structure specific to the language used |  |
| identification and use of at least one appropriate operator specific to the language used |  |
| identification and use of at least one appropriate programming construct to manipulate graphics |  |
| **Related Outcomes: 3**  **Game Evaluation/Demonstration consisting of:** |  |
| a basic design which includes game layout and sample graphics |  |
| a working games program |  |
| code listings |  |
| screenshots of the working game |  |
| demonstration of the game |  |
| evaluation of the game which includes: |  |
| issues encountered and how these were overcome |  |
| recommendations for future development |  |
| lessons learned |  |