Assessment Task for SDD Preliminary

**Title**: Fun With Lawns

**Student Number/Name:**

**Assessment Task No.:** 1 **Due Date:** 27/3/2015 **Weighting:** 35%

**Submission Instructions**

In addition to school assessment policy

* *Assessment must be submitted in full via the preferred submission method before 11:59pm of the above due date*

**Marker:** Nicholas Dingle **Signature: Date:**

**Grade/Mark:**

28

**Comment:**

**Student confirmation**

This is all my own work. I have not plagiarised the work of others. ❑

**(N.B. In placing a tick in the space provided you are indicating, as you would by signing your name, that this is all your own work.)**

**2. SUBMISSION RECEIPT (Collect from teacher)**

This task **WAS/WAS NOT** submitted on time.

**Student’s name**

**Assessment Title**

**Date**

**Teacher’s signature**   **Date:**

**1. ACKNOWLEDGEMENT OF NOTICE OF ASSESSMENT TASK (Return to teacher)**

**Student’s name**

**Assessment Title**

**Due Date**

**Student’s signature**   **Date:**

# Task Details

## Task Outline

In your project you will be assessed on how well you

* Reproduce the functionality using basic programming techniques
* Communicate the process of creation
* Create user documentation for a product
* Extend application functionality

## Task Description

|  |  |
| --- | --- |
| **Document** |  |
| 1. Create and maintain a project journal which includes details of the development process | **4 marks** |
| 1. Design and create a user manual which provides a detailed outline of how to use your application, which includes screenshots in descriptions | **4 marks** |
| **Reproduce** |  |
| 1. The program includes all the functionality of the example project | **6 marks** |
| 1. Demonstrate good programming techniques | **6 marks** |
| **Invent** |  |
| 1. Redesign the interface of the application so it is more colourful and user friendly | **4 marks** |
| 1. Extend the application to provide more functionality | **4 marks** |

# Marking criteria

## Document

1. Create and maintain a project journal which includes details of the development process

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates an outstanding ability to document a chronological journal * Provides insight, using their journal, into the development and hurdles while developing the application * Very few time lapses are present | 4 |
| * Demonstrates a sound ability to document a chronological journal * Provides some insight, using their journal, into the development and hurdles while developing the application | 2-3 |
| * Demonstrates a limited ability to document a chronological journal | 1 |

1. Design and create a user manual which provides a detailed outline of how to use your application, which includes screenshots of the final application

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates an outstanding ability to determine the need and use of instruction manuals with instructing users * Provides a demonstration and instruction on every function available to the user * Presents the manual in a very professional and complete manner | 4 |
| * Demonstrates a sound ability to determine the need and use of instruction manuals with instructing users * Provides a demonstration and instruction on most functions available to the user | 2-3 |
| * Demonstrates a limited ability to determine the need and use of instruction manuals with instructing users | 1 |

## Reproduce

1. The program includes all the functionality of the example project

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Program has been reproduced to include all of the original functionality which works as original * The program executes successfully without runtime errors | 5-6 |
| * Program has been reproduced to include most of the original functionality which mostly works as original * The program executes successfully with 1-2 runtime errors | 3-4 |
| * Program has been reproduced to include some of the original functionality * The program executes successfully with more than 2 runtime errors | 1-2 |

1. Demonstrate good programming techniques

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates an outstanding ability to use different programming techniques, including:   + Commands   + Decisions   + Loops   + Data types   + Data structures   + File writing and reading | 5-6 |
| * Demonstrates a sound ability to use different programming techniques, including:   + Commands   + Decisions   + Loops   + Data types   + File writing and reading | 3-4 |
| * Demonstrates a limited ability to use different programming techniques, including:   + Commands   + Decisions   + Loops   + Data types | 1-2 |

## Invent

1. Redesign the interface of the application so it is more colourful, user friendly and interesting

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates an outstanding ability to redesign the program’s interface without removing functionality * Demonstrates an outstanding understanding for the need for intuitive and colourful interfaces | 4 |
| * Demonstrates a sound ability to redesign the program’s interface without removing functionality * Demonstrates a sound understanding for the need for intuitive and colourful interfaces | 2-3 |
| * Demonstrates a limited ability to redesign the program’s interface without removing functionality * Demonstrates a limited understanding for the need for intuitive and colourful interfaces | 1 |

1. Extend the functionality of the application to provide more depth

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates an outstanding ability to add useful functionality to an existing application * New functions create more depth and professionalism for the solution * All new functions operate correctly | 4 |
| * Demonstrates a sound ability to add useful functionality to an existing application * New functions create some depth for the solution | 2-3 |
| * Demonstrates a limited ability to add useful functionality to an existing application | 1 |

# Formal Details

## Outcomes Being Assessed

* P1.2 describes and uses appropriate data types
* P5.2 uses and develops documentation to communicate software solutions to others
* P6.3 designs and constructs software solutions with appropriate interfaces

## Cross Curriculum Links

* Collecting, analysing and organising information
* Communicating ideas and information
* Planning and organising activities and working with others and in teams
* Using mathematical ideas and techniques
* Solving problems

## Context for the Task

* Researching content for the course
* Generate and plan concepts
* Produce a product with a focus