

Assessment Criteria

Full Time Courses – 1st Year Advanced Diploma

CIP Code 36.0103 Advanced Diploma in Professional Game Development - Programming

Title: Game Collaboration (ADGP 130)

Start Date: 05/18/15

Assessment Date: 06/09/15

General description

You will work in teams of two to three to develop a small game prototype. This involves taking a game from initial concept right through to completion. The game can be produced using a C++ framework or a C# production environment (XNA/MonoGame/PSM).

If you wish to use another environment not listed here you must discuss this with your Teacher and have this approved through the Head of Department.

Your team game should be fully functional. This means that your game should have menus, playable levels and some form of reading/writing to file (Level loading, high scores etc).

Before you write a single line of code you have to complete design, technical and risk assessment documents and a proposed schedule for development within the time frame provided. Once these documents have all been approved by your teacher you are free to start coding but not before hand.

The design and technical documents will serve as the outline of your game so that everyone on the team knows their role, and what the larger objective is. This document should be available to refer back to at any point in development.

A working log must be maintained by the team demonstrating how the project is progressing; this work log can be in the form of project tracking software such

as Pivotal Tracker. This work log or a reference to it must be kept in the root folder of your version control repository and will be used to review how you have tracked completion of milestones, where problems have arisen and how you have managed those issues.

This assessment takes place over 5 weeks.

This is a suggested work flow leading towards successful completion of this project:

- Week 1:
 - Form teams and complete design brief and technical documentation
 - Documentation and project proposal signed off by teacher
 - Set up work log or development tracking via available software
- Weeks 2-4:
 - Work towards completion of Game
 - Test game in week 4
- Week 5:
 - Fix any outstanding bugs before submission
 - Clean up any code ensuring comments are readable

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- The ability to apply work within a small team
- Design, develop and maintain game project documentation
- Skills in using version control software within a team environment
- Ability to use and maintain project tracking software

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

1. A complete and functioning game
2. User feedback reports
3. Design documentation
4. Technical documentation, Risk Assessment, IP and Ethics documentation

Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
- Know what evidence you must provide during your assessment
- Take an active part in the assessment process
- Be ready for the assessment at the nominated time

Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document.

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Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 minutes to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or not *yet competent*.

REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have one (1) week to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognize the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent
1. A complete and functioning game	<p>The game submitted must:</p> <ul style="list-style-type: none"> • Be playable • Conform to the design specifications outlined in the accompanying game design document • Be built for at least one architecture other than Windows PC and is able to be run successfully on all target platforms • Have no warnings or compiler errors when the game is built from source code • Have no situations in which the game becomes unplayable or crashes • Be able to be navigated from gameplay state to main menu and back without requiring a restart of the game to replay the game • Have thoroughly commented code where applicable and conforms to the AIE standards • Acknowledge code used from other sources and be referenced
2. User feedback reports	<p>Your game project must be actively tested by non-team members during production and any feedback recorded. This feedback is to be submitted with your final project in a format that is readable and coherent.</p>
3. Design documentation	<p>Design documentation must:</p> <ul style="list-style-type: none"> • Describe the game project that is submitted • Conform to the specifications laid out in the documentation requirements section • Be contributed to by all team members • Be digitally signed on the last page by all team members with a comment on how much they contributed to the document in a percentage amount • Be readable, well formatted and not contain any spelling mistakes • Be submitted in PDF or DOC format
4. Technical documentation, Risk Assessment, IP and Ethics documentation	<p>Technical, risk assessment, IP and ethics documentation must:</p> <ul style="list-style-type: none"> • Conform to the specifications laid out in the documentation requirements section • Be contributed to by all team members • Be digitally signed on the last page by all team members with a comment on how much they contributed to the document in a percentage amount • Be readable, well formatted and not contain any spelling mistakes • Be submitted in PDF or DOC format