MCAST
Malta College of Arts, Science & Technology

Assignment Cover Sheet

Please read carefully

- This assignment sheet is to be returned back to the lecturer by the student with the completed work. Work handed in after the deadline date will be penalized.
- Students caught copying from other students or plagiarizing (copying from lecturers' notes, handouts, slides, internet, books or any other printed or digital media) will be disqualified and will get a REFERRAL for their assignment or a FAIL if it is the last resit.
- An assessor has the right to ask the student to attend an interview without prior notice if the assessor wishes to confirm that the work submitted has been clearly understood by the student.
- It is the students' responsibility to keep a copy of the assignment for revision.
- This refers ONLY to Level 4 Year 1 students - All resubmissions must be authorised by the Lead Internal Verifier. Only one resubmission is possible per assignment providing that the the learner has met initial deadlines set in the assignment or has met an agreed deadline extension. Moreover, the tutor considers that the learner will be able to provide improved evidence without further guidance. Finally evidence submitted for assessment has been authenticated and accompanied by a signed and dated declaration of authenticity by the learner. **Any resubmission evidence must be submitted within 10 working days of receipt of results of assessment.

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Programme	**Higher National Diploma in Interactive Media Y2**	Academic Year	**2015/2016**
Assessor's Name	**Gerard Said**	Group/s	**2HND1I**

Unit No	**68**	Unit Name	**Interactive Media Teamwork**		
Assignment No	**1**	Sit	**First Sit**	Type	**Home**
Assignment Title	**Managing projects with Github**				
Issue Date		Deadline Date		Date returned to students	
Assignment IV	**Chris Farrugia**		Date	**04 Apr 2016**	

Pass Assessment Criteria			Merit Assessment Criteria			Distinction Assessment Criteria		
Criteria	Met	Not Met	Criteria	Met	Not Met	Criteria	Met	Not Met
Unit 68-IMT : P1.1			Unit 68-IMT : M1.1			Unit 68-IMT : D1.1		
Unit 68-IMT : P1.2			Unit 68-IMT : M2.1			Unit 68-IMT : D2.1		
Unit 68-IMT : P1.3			Unit 68-IMT : M3.1			Unit 68-IMT : D3.1		
Unit 68-IMT : P2.1								
Unit 68-IMT : P2.2								
Unit 68-IMT : P3.1								
Unit 68-IMT : P3.2								
Unit 68-IMT : P3.3								
Unit 68-IMT : P4.1								
Unit 68-IMT : P4.2								

Note : Computation of final grade for the unit will take into consideration each individual outcome as per assessment criteria.

(C*) denotes that the criteria was carried from a previous sit.

Assignment Status	

Assessment Criteria Description	
Unit 68-IMT : P1.1	Identify client requirements
Unit 68-IMT : P1.2	Define and analyse target group to identify user needs
Unit 68-IMT : P1.3	Clarify creative intentions through recorded communication with client
Unit 68-IMT : P2.1	Identify and apply own area of expertise
Unit 68-IMT : P2.2	Clarify own role within team-driven development schedule
Unit 68-IMT : P3.1	Produce preliminary components for an initial prototype
Unit 68-IMT : P3.2	Evaluate and confirm prototype in relation to constraints
Unit 68-IMT : P3.3	Reflect and record on feedback from prototype phases
Unit 68-IMT : P4.1	Develop a fully working interactive media product that meets clients' needs
Unit 68-IMT : P4.2	Evaluate and record interactive media outcomes against constraints and requirements of the brief.
Unit 68-IMT : M1.1	Identify and apply strategies to find appropriate solutions
Unit 68-IMT : M2.1	Select/design and apply appropriate methods/techniques
Unit 68-IMT : M3.1	Present and communicate appropriate findings
Unit 68-IMT : D1.1	Use critical reflection to evaluate own work and justify valid conclusions
Unit 68-IMT : D2.1	Take responsibility for managing and organising activities
Unit 68-IMT : D3.1	Demonstrate convergent/lateral/creative thinking

INTERACTIVE MEDIA TEAMWORK

This assignment covers the criteria as defined for the Interactive Media Teamwork module.

GENERAL GUIDELINES

You must follow the following instructions when submitting your assignment:

- This is a home assignment
- Fill in the assignment Cover Sheet and include it with your submission.
- Place all your work files and documentation in a folder using the following naming convention: NAME_SURNAME_CLASS
- Attach a CD of your submission to your printed submission, which should be bound.
- Include links to any online resources you may have used in your work.
- Mark every section clearly showing the criteria you are attempting in that particular section.
- You are required to upload the text of the assignment to Turnitin.com for plagiarism detection. Instructions will be given prior to the submission date.
- Copying and Plagiarism are strictly prohibited and will be penalized through the College's disciplinary procedures.

GENERAL DESCRIPTION

In your Computer Interface Design assignment, you were required to develop a simple computer game. This software development is the basis of this assignment; therefore some tasks will refer to the basic work done in the other assignment. If the other assignment has already been completed, you may use any simple software development task as discussed with your lecturer.

Modern collaborative work systems like Git allow multiple programmers to work together on projects. They solve several problems, which can crop up when multiple programmers work together on the same project. In this assignment you will be using Git to simulate some of the operations required for multiple programmers to work together.

We will be using Git and the Github.com web based software to define the following tasks:

- Project requirements
- Areas of responsibility for team members
- Common area for shared files
- Bug tracking of the project following submission
- Tasks required and carried out
- Permanent record of changes (Who did What When)

TASK 1 – (P1.1)

Identify client requirements by listing the features you would like to implement in your software project. You need to identify at least 10 functionalities to be implemented.

To achieve this task, include a list of 10 functionalities that were implemented as part of your CIDP assignment, or mention 10 functionalities from a software project of your choice.

TASK 2 – (P1.2)

Define and analyse target group to identify user needs by familiarizing yourself with the communication tools available in Github. To do this, please define the following terms in the context of git:

- Repository
- Commit
- Issue
- Sync
- Add
- Pull request

Once you have defined the above, explain which one of the above features would be useful to create a list of requirements as requested by users.

TASK 3 – (P1.3)

Clarify your creative intentions by creating a clear storyboard for your entire application. This should be a sketch of each screen in the application. You may use any authoring tool to build these screens. (Photoshop/Illustrator/InkBlot). Save this work in a 'storyboard' folder in your project.

To achieve this task, you must include the following items:

- A printed storyboard, which clearly shows the sequence of events in the application you wish to develop in your documentation
- A link to the relevant commit where you uploaded this storyboard on your Github page.

TASK 4 – (P2.1)

Identify and apply own area of expertise by listing the areas of expertise required to implement game functionalities. Following are some examples:

- For a game developer job, programming knowledge is required
- For a game artist job, knowledge of photoshop and how to create a sprite sheet is required
- For a sound engineering job, knowledge of sound editors such as audacity is required.

Find job offers related to the different areas of expertise on the Internet/classified ads. Include a screenshot of one job offer per area of expertise, with a sentence justifying your choice.

For this task you must include at least 3 different job offers.

What is your favoured area of expertise? Mention this in your task with a short paragraph justifying your choice.

TASK 5 – (P2.2)

Clarify your own role in the team driven development schedule by explaining how your own area of expertise in game development may be applied to the following phases of game development. Write a paragraph about your role in each of the following phases:

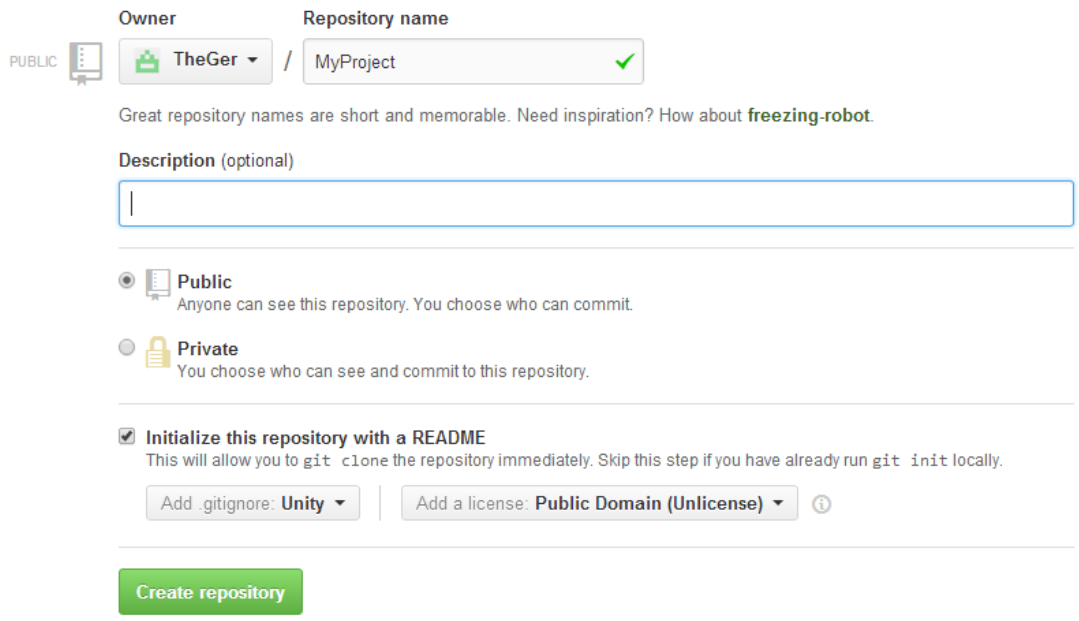
- Idea generation.
- Storyboarding and game design.
- Creation of the game design document.
- Implementation of functionalities.
- Deployment and support of the game.

TASK 6 – (P3.1)

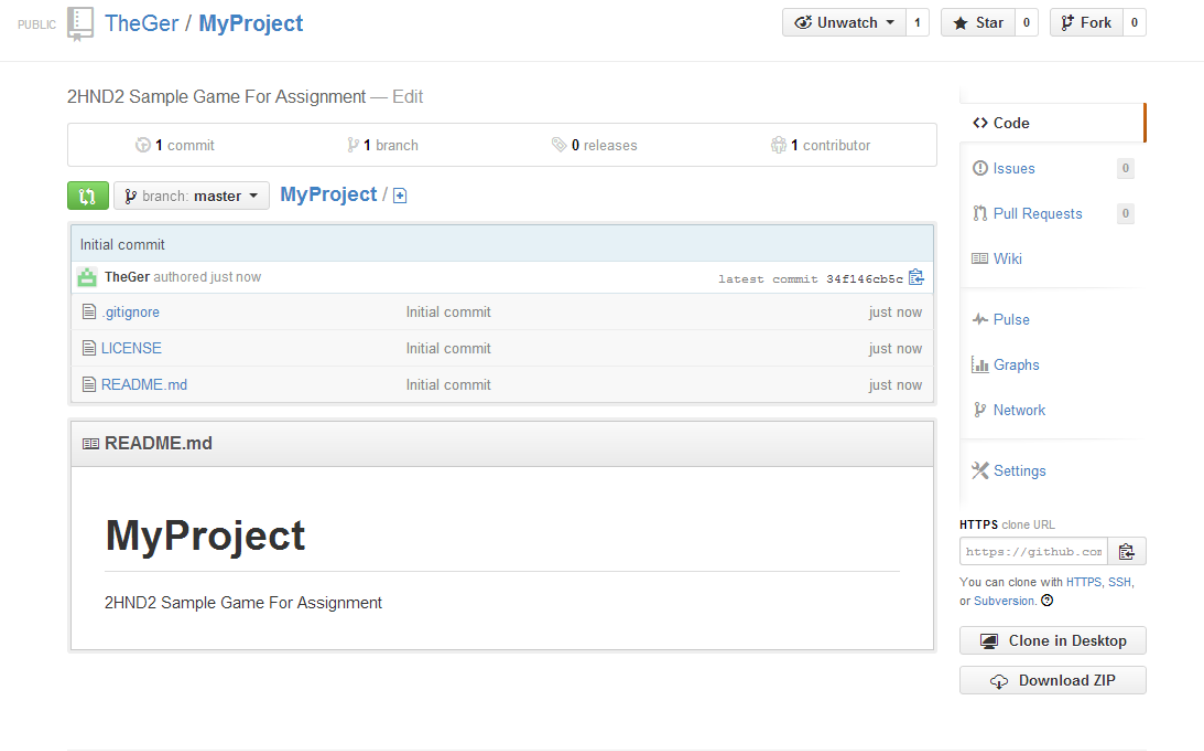
Produce preliminary concepts for an initial prototype by forking a new project from the following repository:

https://github.com/TheGer/IMTAssignment2016

on http://www.github.com, and writing a full description of your intentions for the project in the project description screen as shown below:



Include a similar screenshot with the project description filled in and the following settings set up. Your project will be the area where you will be working on your project step by step when it comes to developing the game and adding files to it.

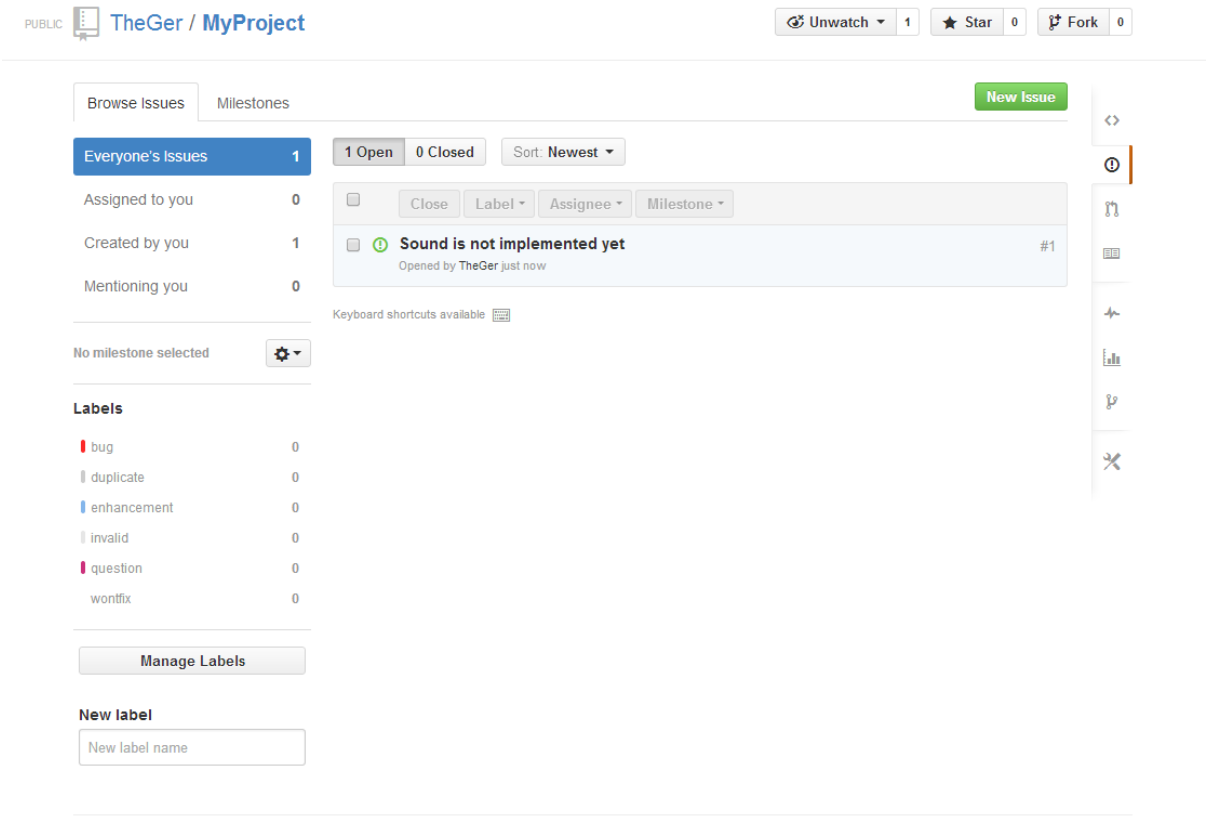


Above you may see a sample project. Your project will look similar to this one, with your descriptive paragraph just below your project name.

TASK 7 – (P3.2)

Evaluate and confirm the prototype in relation to constraints by listing the client requirements as mentioned in the brief as issues in your github project. Each client requirement will be one issue as may be seen in the following screenshot:

Reply to each issue detailing how the issue could be implemented. You are required to fill in 3 issues.



TASK 8 – (P3.3)

Reflect and record on feedback from prototype phases by showing a demo copy of the game/software to another student in your class. That student needs to post at least 3 questions about your game on your github page, and you need to respond to those questions on the issue tracker. Add a screenshot of the questions and responses to your report.

TASK 9 – (P4.1)

Develop a fully working interactive media product that meets client needs by showing the following step by step process using screenshots:

- Create an issue (bug) as a client
- Describe the issue in full
- Implement a fix in your code
- Upload a new commit on Github
- Reply to the issue you posted with reference to your new Git commit.

TASK 10 – (P4.2)

Evaluate and record interactive media outcomes against the constraints and requirements of the brief by discussing in a brief paragraph what limitations your interactive media product has in relation to the initial requirements outlined as issues by the client.

TASK 11 – (M1.1)

Show that effective judgments have been made by finding out about systems which are similar to Git. Explain what these systems are and the one basic difference between Git and these other systems.

Write a paragraph explaining the basic differences between Git and at least two other concurrent version control systems.

TASK 12 – (M2.1)

Show that relevant theories and techniques have been applied by explaining the concept of **rolling back** a commit. Explain what happens when a commit is rolled back and why this would happen in detail with screenshots of an example rollback and the effect on the saved code. At least one commit must be rolled back and reverted.

TASK 13 – (M3.1)

Show that the appropriate structure has been used by explaining how best to maintain multiple versions of the same code in git **branches**. Explain how the fork that you took from the initial project is a branch of the initial project.

TASK 14 – (D1.1)

Show that conclusions have been arrived at through synthesis of ideas and have been justified by explaining the concept of **rebasing** in Git. Explain how doing a rebase off a different commit can be used to update the current branch to the changes in the initial branch.

TASK 15 – (D3.1)

Show that effective thinking has been used in unfamiliar contexts by forking and modifying an existing Unity project on Github. Find a project which has code that you can understand, fork and modify the code and comment your modifications. Show screenshots of the modified project with your additional commit and explain what changes you carried out to the project (eg. Change of button text)

TASK 16 – (D2.1)

Show that substantial activities have been planned, managed and organized by including a screenshot of your git project with a clear timeline of commits from the beginning of the assignment until the deadline date as may be seen in the screenshot below: