Software Development Assessment

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| **KNOWLEDGE & APPLICATION** | **A** | **B** | **C** | **D** | **E** |
| ***Planning***  External design documentation – all sections are included | A **detailed** **description** and **explanation** of the planned game is presented | A **description** and **explanation** of the planned game is presented | A **description** of the planned game is presented | A **statement** about the planned game is presented | I**solated facts** about the game are presented |
| ***Design***   * Screen designs * List Data types and functions * Algorithm | **detailed** and **effective** application of set processes to design the game’s algorithm | **effective** application of set processes to design the game’s algorithm | application of set processes to design the game’s algorithm | **elements** of set processes to design the game’s algorithm | elements of set processes to design **parts** of the game’s algorithm |
| ***Implementation***  Screen Designs  Correct use of:   * Data types * Files * Arrays * Sequence * Selection * Iteration * Modular programming | **detailed** and **effective** application of set processes to implement the game | **effective** application of set processes to implement the game | application of set processes to implement the game | **elements** of set processes to partially implement the game | **elements** of set processes to implement an **incomplete** game |

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| **ANALYSIS & SYNTHESIS** | **A** | **B** | **C** | **D** | **E** |
| ***Planning***  Problem definition  System objectives | **detailed** interpretation and analysis of problems and situations | **interpretation** and analysis of problems and situations | **analysis** of problems **and** situations | **identification and classification** of problems or situations | restated problems or situations |
| ***Design***  Efficient and effective use of the algorithm | designed an **effective and efficient** solution in constructing the game | designed a solution in constructing the game | designed a **partial** solution in constructing the game | designed **elements of** a solution in constructing the game | designed **superficial elements of** a solution in constructing the game |
| ***Implementation***  Efficient use of:   * Data types * Files * Arrays * Sequence * Selection * iteration * Modular programming | developed an **effective and efficient** solution in constructing the game | developed a solution in constructing the game | developed a **partial** solution in constructing the game | developed **elements of** a solution in constructing the game | developed **superficial** **elements of** a solution in constructing the game |

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| **EVALUATION & COMMUNICATION** | **A** | **B** | **C** | **D** | **E** |
| ***Communication Skills***  Python Coding  • Internal code documentation  • Appropriate and consistent indentation  • Choice of suitable identifiers for variables and components | **comprehensive** construction of documentation and **fluent** presentation of information using **suitable** communication conventions to convey meaning **appropriate to the context** | **effective** construction of documentation and **effective** presentation of information using **suitable** communication conventions to convey meaning **appropriate to the context** | **construction of documentation** and presentation of information using communication conventions **to convey meaning** | presentation of information **using elements of communication conventions** | presentation of information |
| ***Communication Skills***  User Manual   * Ability to present your project making points succinctly, with fluency, clarity and using appropriate technical language. * User manual ease of understanding and competence. | **comprehensive** construction of documentation and **fluent** presentation of information using **suitable** communication conventions to convey meaning **appropriate to the context** | **effective** construction of documentation and **effective** presentation of information using **suitable** communication conventions to convey meaning **appropriate to the context** | **construction of documentation** and presentation of information using communication conventions **to convey meaning** | presentation of information **using elements of communication conventions** | presentation of information |
| ***HCI***  *System user friendliness – ability to create a system considering user perspective at all times.*  *User interface* | **fluent** presentation of information using suitable communication conventions to convey meaning appropriate to the context. | **effective** presentation of information using **suitable** communication conventions to convey meaning **appropriate to the context**. | presentation of information using communication conventions **to convey meaning.** | presentation of information **using elements of communication conventions**. | presentation of some information |
| ***Testing and Evaluation***  Evaluation with accompanying evidence.  Evaluation of the process  Evaluation of the product with direct reference to the program objectives | **comprehensive** testing of processes **and** solutions, application of **self-determined** and **prescribed** criteria, reasoning **and** evidence to draw conclusions and make **supported** recommendations | **reliable** testing of processes **and** solutions, application of **prescribed** criteria, reasoning **and** evidence to draw conclusions and make **supported** recommendations | testing of processes **or** solutions, application of **prescribed** criteria, reasoning **or** evidence to draw conclusions and make recommendations | **elements** of testing of processes **or** solutions to draw inferences | **elements** of testing |