Assessment Submission Coversheet:  
Introduction to C#

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| --- | --- |
| **Student Name:** | Please enter your name. |
| **Student Number:** | Please enter your student number. |
| **Student Email** | s######@students.aie.edu.au |
| **Course Stream:** | ICT50215 - Diploma of Digital and Interactive Games |
| **Assessment Name:** | Introduction to C# |
| **Units Covered:** | ICTPRG430 – Apply introductory object-oriented language skills |
| **Teacher/s:** | Please list all teachers. |
| **Due Date:** | As defined by your teacher/s. |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas/Drive location/file path |

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: Please enter you name. Date: Please enter the date

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**Work Submitted:***Tick to acknowledge you have submitted each required piece of assessment work.*

1. **Application Design**: You are to complete your application based on the brief provided in *Appendix 1* of the *Subject and Assessment Guide*.  
   In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
2. Implementation: Complete the application development to meet the supplied brief (As explained above). Ensure that it is well written, clearly coded and documented.

In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

1. **Application Testing**: Submit evidence of the project files for at least two stand-alone subsystems and have working unit test cases for each system with clear documentation.

In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

1. **Application Handover**: You must submit the source files and a release build of the RPG Store Simulation, removing all temporary files in the obj and bin folders. All assessment items must be submitted as a single compressed file (.zip or .7z).  
   In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

*For more information on these parts, please click on the* ***Subject and Assessment Guide*** *link in the course* ***Game Programming Year 1*** *under the subject* ***Introduction to C#*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2020 Subject & Assessment Guide – Introduction to C#***

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**Submission Checklist:**

|  |  |
| --- | --- |
| **General** **Description** | **Y/N** |
| All submitted projects compile without errors. Programs that don’t compile cannot be assessed |  |
| The program includes a “readme” or document explaining how to compile, execute and operate the program |  |
| The program performs as described in the general description |  |
| The program contains no logical errors |  |
| The code is sufficiently commented and clean |  |
| An attempt has been made to increase the program’s efficiency |  |
| Code compiles without no warnings |  |
| Program executes without crashing |  |
| Program has no memory leaks, and closes all files after use |  |
| A release executable has been made and included in the submission |  |
| Project files and source code are included in the submission |  |
| All files are packaged in a single compressed archive |  |

To ensure you have submitted the right components, please fill out these checklists.

|  |  |
| --- | --- |
| Estimate the number of hours taken to complete this assessment |  |
| How many times have you submitted this assessment (including this time)? |  |

**Required Features**  
**Complete the following table by providing the class name or file name, along with the line number, to show where you have implemented each feature.**

|  |  |  |
| --- | --- | --- |
| **Feature** | **Class/File** | **Line Number** |
| The program implements a base *Item* class, and two or more sub-classes |  |  |
| The program stores items in a *player* inventory array and a *store* inventory array |  |  |
| The program loads both inventory arrays from a text file upon launch |  |  |
| The program saves both inventory arrays to a text file before exit |  |  |
| The program contains at least 2 classes containing four or more variables |  |  |
| The program overrides an object constructor at least once |  |  |
| The program implements text commands to buy and sell items, and view item descriptions |  |  |
| Unit testing has been conducted on at least two sub-systems. These projects are included in the submission |  |  |
| Code is well commented (i.e., each function and class is commented) |  |  |

|  |  |
| --- | --- |
| **Feature** | **Y/N** |
| Unit testing has been conducted on at least two sub-systems. These projects are included in the submission |  |
| Code is well commented (i.e., each function and class is commented) |  |