

## Title: Retro Game - Supplement

**Student Name:**

### Assessable units of competency

ICAPRG527A - Apply intermediate object-oriented language skills  
 ICAPRG415A - Apply skills in object-oriented design

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

### ASSESSMENT CONDITIONS

You will have approximately 10 mins 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 recognise 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 Competence	Assessment	Re-assessment
1. Technical documentation	Technical documentation must consist of: <ul style="list-style-type: none"> <li>A Static class diagram</li> <li>A Collaboration diagram or a sequence diagram</li> <li>An activity diagram or state diagram</li> <li>A UML document containing detailed:               <ul style="list-style-type: none"> <li>Class diagram</li> <li>Collaboration OR sequence diagram</li> <li>Activity OR state diagram</li> </ul> </li> <li>Code must be commented according to the AIE standards</li> </ul> Technical documentation must be updated and refined as the project progresses, adapting to project specification and demands as they are met. This will be shown through Perforce version logs.		
2. Debugging demonstration and testing report	You will demonstrate via your project code <ul style="list-style-type: none"> <li>Use of tracing code</li> <li>Use of break points and step through</li> <li>Exception handling (try - catch) – at least once</li> </ul> Your testing report will show <ul style="list-style-type: none"> <li>User feedback – at least two comments from play testers with their names</li> <li>Improvements – describe at least two improvements based on feedback</li> </ul>		
3. High score database functionality	Submitted project should demonstrate code that will <ul style="list-style-type: none"> <li>Extract, update and delete data stored in database – at least once</li> <li>Manipulate database structure (Query, create and delete) – at</li> </ul>		

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	least once • Maintain data integrity as the updates and deletes occur • Show high scores in a sorted manner		
4. Implemented GUI	Submitted project should demonstrate code that • Displays text to the screen (score / etc.) – at least once • Responds to user input (menu / etc.) – at least once • Displays game play information (health / lives / etc.) – at least once		
5. Implemented Object Oriented code	Submitted project should contain • A Release build executable • Multiple source code files • Use at least two collection of data (list / queue / set / stack / tree) • Read / write to a binary file – at least once • Overload a function –at least once • Overload an operator – at least once • Have a class use multiple inheritance – at least once		
<b>Improvement Feedback (why has competence been/not been achieved):</b>  			
<b>Competent</b>  <b>Not Yet Competent</b>			
<b>Assessor's Name:</b>		<b>Authentication Date:</b>	
I declare that I am aware of the criteria of this assessment and have conducted the assessment in compliance with AIE assessment procedure. I am confident that the work submitted is within the student's capacity as demonstrated in class.		I declare that all work submitted for this assessment is my own work and does not involve plagiarism or teamwork other than that authorized by the teacher in class.	
<b>Assessor's Signature:</b>		<b>Candidate's Signature:</b>	
<b>Re-assessment requirements:</b> <b>How can competence be achieved?</b>  <b>Reassessment date:</b>			
<b>Reassessment Improvement Feedback (why has competence been/not been achieved):</b>  			
<b>Competent</b>  <b>Not Yet Competent</b>  <b>INTERVENTION STRATEGY REQUIRED</b>			

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<b>Assessor's Name:</b>		<b>Authentication Date:</b>	
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