

## Title: Retro Game

Student Name:

### Assessable units of competency

ICAPRG406A - Apply introductory object-oriented language skills

ICAICT417A - Identify, evaluate and apply current industry-specific technologies to meet industry standards

## 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. A runnable project	Submitted project source code should: <ul style="list-style-type: none"><li>• build successfully and run</li><li>• have no errors</li><li>• minimal warnings (less than 10)</li><li>• have no game-breaking bugs upon playing</li></ul>		
2. Multiple header and source file pairs	Submitted source code should demonstrate definition and use in code of: <ul style="list-style-type: none"><li>• Classes – at least three times</li><li>• Multiple class constructors - at least once</li><li>• A class with a User-defined aggregation function – at least once</li><li>• Class inheritance at least two levels deep – at least once</li><li>• Polymorphism – at least once</li></ul>		
3. Arrays and modular programming	Submitted source code should demonstrate: <ul style="list-style-type: none"><li>• Separate code into functions – at least twice</li><li>• Implement an array – at least twice</li><li>• Logic structures and loops – at least twice</li><li>• Data types, operators and expressions – at least twice</li></ul>		
4. Sorted high score table functionality	Submitted source code should: <ul style="list-style-type: none"><li>• Write to a Text file – at least once</li><li>• Read from a text file – at least once</li><li>• Perform standard-array processing algorithms (Insert / Search / Sort) – at least once</li></ul>		

**Assessment Feedback**  
**Full Time Courses – 1<sup>st</sup> Year Games Programming**  
**10343NAT Advanced Diploma of Professional Game Development**

5. Debugging and problem solving	During the subject you will be assessed, via teacher observation, on your ability to utilise debugging features in your IDE to identify and fix bugs in your code.		
6. Source code that adheres to AIE's coding standards	The code that you write should adhere to AIE's coding standards. You should use either Hungarian notation or Camel Case as your coding convention. Your code should be appropriately commented.		
<b>Improvement Feedback (why has competence been/not been achieved):</b>  			
<p><b>Competent</b></p> <p><b>Not Yet Competent</b></p> <p><b>Assessor's Name:</b> <span style="float: right;"><b>Authentication Date:</b></span></p> <p><b>Assessor's Signature:</b></p> <p><b>Candidate's Signature:</b></p>			
<p><b>Re-assessment requirements:</b>  <b>How can competence be achieved?</b></p> <p><b>Reassessment date:</b></p>			
<p><b>Reassessment Improvement Feedback (why has competence been/not been achieved):</b></p>			
<p><b>Competent</b></p> <p><b>Not Yet Competent</b></p> <p><b>INTERVENTION STRATEGY REQUIRED</b></p> <p><b>Assessor's Name:</b> <span style="float: right;"><b>Authentication Date:</b></span></p> <p><b>Assessor's Signature:</b></p> <p><b>Candidate's Signature:</b></p>			

