|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Type** | **Name** | **Included?** | **Rationale** |
| 1 | Lab | Bitbucket Setup | Y | Demonstrates the basic ability to use a repository to maintain a software project (ILO 1). |
| 2 | Lab | C++ for Programmers | Y | Demonstrates basic C++ implementation (ILO 2). |
| 3 | Spike | Gridworld | Y | Demonstrates basic planning capability (ILO 1) and basic C++ implementation (ILO 2). |
| 4 | Extension | Gridworld Multi-threaded | N | Not completed. |
| 5 | Spike | IDE Familiarity | Y | Demonstrates ability to use Visual Studio to implement (ILO 2), debug and maintain (ILO 4) software projects. |
| 6 | Lab | Debugging | Y | Demonstrates ability to view performance-related information (ILO 3), analyse, debug and maintain existing code (ILO 4), and re-implement it (ILO 2). |
| 7 | Lab | Data Structure Basics | Y | Demonstrates ability to analyse code to debug and maintain it (ILO 4), to research, understand and account for performance concerns (ILO 3), and with understanding why code does or doesn’t work and how it should be coded to work (ILO 2). |
| 8 | Spike | Performance Measurement | Y | Demonstrates my ability to use timer code to assess the performance of other code (ILO 2, 3), and to have Visual Studio optimise compiled code (ILO 3). |
| 9 | Spike | Game State Management | Y | Demonstrates my ability to produce designs for a state pattern (ILO 1), and to implement those designs with a stable multi-file class structure in C++ (ILO 2, ILO 4). |
| 10 | Spike | Game Data Structures | Y | Demonstrates to incorporate assessments of data structure suitability into designs (ILO 1), including regarding performance considerations (ILO 3), and to implement player inventories and commands (ILO 2). |
| 11 | Lab | File Input Output | Y |  |
| 12 | Spike | Game Graphs from Data | Y |  |
| 13 | Lab | Attributes from Components | N | Not completed. Task sheet unavailable. |
| 14 | Spike | Command Pattern | Y |  |
| 15 | Spike | Composite and Component Patterns | Y |  |
| 16 | Extension | Configuration Files | Y |  |
| 17 | Lab | Message Systems | N | Not completed. Task sheet unavailable. |
| 18 | Spike | Announcements and Blackboards | Y |  |
| 19 | Extension | Messaging Comparison | Y |  |
| 20 | Pass | Test | Y |  |
| 21 | Pass | Test Response | N | Not completed. |
| 22 | Lab | SDL2 Concepts | N | Not completed. Task sheet unavailable? |
| 23 | Spike | Sound Board | Y |  |
| 24 | Spike | Sprites & Graphics | Y |  |
| 25 | Extension | Control Mapping | N | Not completed. |
| 26 | Spike | Collisions | Y |  |
| 27 | Extension | Collisions Extended | N | Not completed. |
| 28 | Spike | Profiling, Performance and Optimisation | N | Not completed. Task sheet unavailable? |
| 29 | Credit | Spike Extension Report | Y |  |
| 30 | Credit | Custom Project Plan | Y |  |
| 31 | Distinction | Custom Project D Level | Y |  |
| 32 | Credit | Research Plan | Y |  |
| 33 | High Distinction | Custom Project HD Level | N | Not completed. Not going for a HD. |
| 34 | High Distinction | Research Report | N | Not completed. Not going for a HD. |
| 35 | Pass | Learning Summary Report | Y | Reiterates my understanding and competency regarding ILOs 1, 2, 3 and 4 for each task. |
| N/A | Distinction / Other | Get the Fog Out | Y | Basis of my custom project report, demonstrates implementation competency (ILO 2) and allows for discussion of performance and maintenance-affecting decisions and future designs (ILOs 3, 4 and 1 respectively). |