



**CAMDEN
HAVEN**
HIGH SCHOOL

Integrating Face-to-Face & Distance Learning

Valley View Road, Laurieton NSW 2443
Face to Face **T: 02 6556 8100 F: 02 6556 8105**
Distance Education **T: 02 6556 8200 F: 02 6556 8205**

ASSESSMENT NOTIFICATION

COURSE	Software Design and Development Year 12
TASK NAME	Assessment Task 1 : Coding and Documentation Project 1
TASK WEIGHT	20%
DUE DATE	Monday 5 December 2022

OUTCOMES ASSESSED

H1.2	Differentiates between various methods used to construct software solutions.
H3.2	Constructs software solutions that address legal, social and ethical issues
H4.2	Applies appropriate development methods to solve software problems
H5.1	Applies project management techniques to maximise the productivity of the software development
H5.2	Creates and justifies the need for the various types of documentation required for a software solution

TASK DESCRIPTION

Coding and Documentation project:

Create a Software Design and Development Quiz App.

Demonstrate your knowledge of project documentation and coding skills learned from lessons and tutorials this term and associated research.

Task Details Page 2, the Marking Sheet Page 3, and project documentation Pages 4-7 ARE ATTACHED

MARKING GUIDELINES

Title: Create and Manage Project Documentation

Syllabus Outcomes: H5.1, H5.2

Title: Developing Programming skills

Syllabus Outcomes: H4.2

Title: Issues in developing solutions

Syllabus Outcomes: H1.2, H3.2

Requirements of SDD quiz app

Quiz App- HELP: includes inclusive instructions/help menu, feedback (messages).

Quiz App- Questions: 10 or more questions (as listed below), answers, and quiz scores.

- **Questions** are from HSC SDD course. At least one question from each of this term's 7 modules: 1. Impact of software, 2. Piracy and Copyright, 3. Market and Legal issues, 4. Software Development Approaches, 5. Installation and trends, 6. Design Specifications, 7. System Modelling.

Quiz App- GUI: is a Graphical User Interface (GUI) with an effective, consistent screen design that includes 4 screen elements and 3 navigational elements as listed below:

- **Screen elements** (at least 4 different): 2 images / text box / scroll bar / radio button / drop down / spin box / check box.
- **Navigation elements:** (all 3) menus, button and appropriate space between elements.

Requirements of Project presentation

- 12 SDD Assessment Task 1 folder is zipped and uploaded to Canvas.
- 12SDDAT1 Folder contains: SDD Quiz app file/s, image files and Project documentation.doc
- Intrinsic naming of: Folder/s, files, App, images and Project Documentation.
- The Project Document contains all A-L assessment items (are in one file, includes a cover page, Table of Contents, Header (student name, subject, Assessment task) and the document is word processed with no spelling errors and prints headings with relevant text). (Please use Assessment Task documentation template provided on Page 4-Page 7).

Requirements of Project Documentation - Assessment Items A-LStage 1: Defining and Understanding the problem

(A) Identify the app's target audience in one sentence.

(B) **Design Specifications** – 4 user specifications (*use these to compare to your final solution*).

Stage 2: Planning and Designing the solutionProject management tools

(C) **Gantt Chart** schedule of structured approach with 5 stages, sub tasks, dates and a milestone.

(D) **Logbook includes** dates, time taken in production, issues that arise and how they are solved, and 2 URL references of ideas or help received.

System modelling tools

(E) Partial **Data Dictionary** 10 major variables, Data types, Descriptions.

(F) **Story board** or **sample screen layouts** (with links) of proposed solution.

(G) **IPO diagram** (Inputs, processes, outputs) of proposed solution.

(H) **Context diagram** (system, inputs, outputs, and external entities) of proposed solution.

Stage 3: Implementation of the solution

(I) **User Documentation.** Add 2 screen shots of Help or messages or prompts.

(J) **Internal and Intrinsic documentation.** Copy all your program code, including comments and paste into project documentation.

Stage 4: Testing and Evaluating the solution

(K) **Testing Process.** Create a table with headings plus 3 rows 4 columns. **Add** 3 users -their IT experience, PC/Mac used, Observations of user and user's feedback.

(K) **Evaluation Process.** 1. Verification - how did app perform.

2.Validation - Compare your final app to the 4 original design specifications. 2 sentences.

Stage 5: Maintenance of the solution

(L) **Maintenance:** Discuss the solution's future maintenance, issues or possible updates. 2 sentences.

Marking Sheet					
Criteria		Outstanding	Sound	Basic	
		Create and manage the process of developing a computer solution			
	Project presentation	Fulfils the Requirements of Project presentation, as per 'Task Details'. (2 marks)	Sound presentation of folder and files as per Task Details. (1 mark)	Basic presentation of files (0 mark)	
A B	Stage 1: External documentation Target audience Design specifications	Target audience as per Task Details Design specifications as per 'Task Details'. (4 marks)	Target audience and /or some design specifications (2 - 3 marks)	Either design specifications or target audience named. (1 mark)	
C D	Stage 2: Project Management Tools Gantt chart Log book	Logbook: as per Task Details Gantt chart: as per 'Task Details' (4 marks)	Sound Logbook (no bibliography), Gantt chart stages/ dates / tasks (2 - 3 marks)	Basic Logbook, Gantt chart (1 mark)	
E F G H	Stage 2: Modelling tools	Partial Data Dictionary, Storyboard, IPO diagram, Context diagram as per 'Task Details'. (4 marks)	sound: data dictionary, storyboard no links, IPO diagram(missing inputs /processes/outputs), context diagram (2 - 3 marks)	basic: data dictionary, storyboard, IPO diagram, context diagram (1 mark)	
K	Stage 4: Testing and Evaluation of solution	Testing process and Evaluation process as per the 'Task Details' (4 marks)	Sound Testing/Evaluation process (2 - 3 marks).	Basic Testing/Evaluation process that is incomplete. (1 mark)	
L	Stage 5: Maintenance of solution	Future maintenance as per 'Task Details'. (2 marks)	Future consideration/issues/updates..1 sentence (1 mark)	No discussion of solution update/issues. (0 mark)	
		Issues in developing computer solutions			
I	Stage 3: Implementation User Documentation	Inclusive instructions/help menu that are consistent and user friendly in app. 2 prompts / messages to user. GUI has no spelling errors. Add 2 screen shots of help in Project Documentation (4 marks)	Sound instructions. Sound message/prompt. App is hard to use. GUI has < 2 spelling errors. (2 - 3 marks)	Basic or no instructions Basic or no message/prompt. GUI has > 2 spelling errors. (1 mark)	
J	Stage 3: Implementation Internal, Intrinsic documentation.	Intrinsic documentation: 2 lines of white space between sections, intrinsic names for files, variables, functions and images. At least one comment in every function or in every GUI element to demonstrate your understanding, Author comment with author, date, purpose and any intellectual property/copyright. (4 marks)	Sound intrinsic documentation. Few comments, white space in code is not adequate. (2 - 3 marks)	Basic intrinsic documentation. (1 mark)	
		Developing programming skills			
M	Stage 3: Implementation Coding	Adaption of this term's tutorial code that indicates research and experimentation. 3 code adaptions are documented in Logbook. Multiple screens have consistency. GUI screen and navigation elements are effectively used. (6 - 5 marks)	Sound adaption of tutorial code that indicates research / experimentation which is/ not documented in Logbook. (4 - 3 marks)	Basic development from tutorial coding. (2 - 1 marks)	
M	Stage 3: Implementation Coding	Meets 'Requirements of SDD quiz app' as per 'Task Details'. All 'Requirements of SDD quiz app' are working as expected. (6 - 5 marks)	Some 'Requirements of SDD quiz app' are working. Not working sections of code commented out and is/ not documented in Logbook. (4 - 3 marks)	Basic criteria met /not working/not documented (2 - 1 marks)	
				total/40	

Cover Page with an App screen shot,

student Name, Subject, Assessment Task

Contents

Project management tools.....	2
System modelling tools	2
Stage 1: Defining and Understanding the problem	5
(A) Identify the apps target audience in one sentence.	5
(B) Design Specifications – 4 user specifications (<i>use these to compare to your final solution</i>).	5
Stage 2: Planning and Designing the solution.....	5
Project management tools.....	5
(C) Gantt Chart schedule of structured approach with 5 stages, sub tasks, dates and a milestone.....	5
(D) Logbook includes dates, time taken in production, issues that arise and how they are solved, and 2 URL references of ideas or help received.....	5
System modelling tools.....	6
(E) Partial Data Dictionary 10 major variables, Data types, Descriptions.	6
(F) Story board or sample screen layouts (with links) of proposed solution.	6
(G) IPO diagram (Inputs, processes, outputs) of proposed solution.	6
(H) Context diagram (system, inputs, outputs, and external entities) of proposed solution.....	6
Stage 3: Implementation of the solution	6
(I) User Documentation. Add 2 screen shots of Help or messages or prompts.	6
(J) Internal and Intrinsic documentation. Copy all your program code, including comments and paste into project documentation.....	6
Stage 4: Testing and Evaluating the solution	7
(K) Testing Process. Create a table with headings plus 3 rows 4 columns. Add 3 users -their IT experience, PC/Mac used, Observations of user and user’s feedback.	7
3 users - IT experience.....	7
PC/Mac used	7
Observations of user	7
user’s feedback	7
(K) Evaluation Process. 1. Verification - how did app perform.	7
2.Validation - Compare your final app to the 4 original design specifications. 2 sentences.	7
Stage 5: Maintenance of the solution.....	7
(L) Maintenance: Discuss the solution’s future maintenance, issues or possible updates. 2 sentences.	7

Header: Name Subject Assessment Task

Stage 1: Defining and Understanding the problem

(A) Identify the apps target audience in one sentence.

(B) **Design Specifications** – 4 user specifications (*use these to compare to your final solution*).

Design Specifications	Users' perspective
1.	
2.	
3.	
4.	

Stage 2: Planning and Designing the solution

Project management tools

(C) **Gantt Chart** schedule of structured approach with 5 stages, sub tasks, dates and a milestone.

	dates	dates	dates	dates	milestone
stage					
sub tasks					
stage					
sub tasks					
stage					
sub tasks					
stage					
sub tasks					
stage					
sub tasks					

(D) **Logbook** includes dates, time taken in production, issues that arise and how they are solved, and 2 URL references of ideas or help received.

dates	time taken in production	Progress and issues that arise	how they are solved	URL references

(E) Partial **Data Dictionary** 10 major variables, Data types, Descriptions.

Data Item(variable name)	Data type	Description

(F) **Story board** or **sample screen layouts** (with links) of proposed solution.

(G) **IPO diagram** (Inputs, processes, outputs) of proposed solution.

Inputs	processes	outputs

(H) **Context diagram** (system, inputs, outputs, and external entities) of proposed solution.

Stage 3: Implementation of the solution

(I) **User Documentation**. Add 2 screen shots of **Help** or **messages** or **prompts**.

(J) **Internal and Intrinsic documentation**. Copy all your program code, including comments and paste into project documentation.

Stage 4: Testing and Evaluating the solution

(K) **Testing Process.** Create a table with headings plus 3 rows 4 columns. Add 3 users -their IT experience, PC/Mac used, Observations of user and user's feedback.

3 users - IT experience	PC/Mac used	Observations of user	user's feedback

(K) **Evaluation Process.** 1. Verification - how did app perform.
2.Validation - Compare your final app to the 4 original design specifications.
2 sentences.

Stage 5: Maintenance of the solution

(L) **Maintenance:** Discuss the solution's future maintenance, issues or possible updates. 2 sentences.