**BTEC Assignment Brief**

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| **Qualification** | | Edexcel BTEC Level 3 90-credit Diploma |
| **Unit number and title** | | Unit 15: Object Oriented Programming |
| **Learning aim(s)** (For NQF only) | |  |
| **Assignment title** | | A02: Build & Finishing Touch |
| **Assessor** | | Mike Hollis |
| **Hand out date** | | 05/03/2018 |
| **Hand in deadline** | | 04/05/2018 |
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| **Vocational Scenario or Context** | | Founded in 2003, Square Enix is a Japanese video game developer, publisher, and distribution company that is best known for its role-playing video game franchises, which include Final Fantasy, Dragon Quest, and Kingdom Hearts.  In September 2017, Square Enix advertised for several internships positions in their Programming department. You’ve checked your email and have received an email from the Human Resources department, stating that you have been successful in gaining this opportunity. As part of this internship, management feel it is best a Training Officer is assigned to ‘show you the ropes’, Erik Lehnsherr is that person. He has setup a training package, which consists of 2 stages; the first is to demonstrate your understanding of Object Oriented Programming and produce the design for a program, the second is to implement the program and produce all the appropriate documentation. |
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| **Task 1** | | **Build and Test**  Using the design that you created in assignment 1 you need to build the application, ensuring that it matches the design.  During the building of the application it is important that you not only test that the various sections of code are working correctly but that you document the testing.  When the application is complete you should create a report that analyses the results of the testing that has been carried out and also evaluates the application as a whole. |
| **Checklist of evidence required** | | Product  Fully Completed test plan  Report – Analysis of the results and evaluation of the application |
| **Criteria covered by this task:** | | |
| Unit/Criteria reference | To achieve the criteria you must show that you are able to: | |
| P4 | Implement a working object oriented application to meet defined requirements | |
| P5 | Test an object oriented application | |
| M3 | Analyse actual results against expected results to identify discrepancies | |
| D2 | Evaluate an object oriented application | |
| **Task 2** | | **Finishing Off**  Having built the program the final task in terms of the program is the addition of onscreen help that explains to the user how to use the program. There must be at least two different pieces of onscreen help.  Since you are part of a team of developers it is important that at the end of a project a technical guide is produced that would enable one of your peers to provide support for the program in your absence. This will show clearly how to modify key aspects of the program. |
| **Checklist of evidence required** | | Product with the inclusion of the onscreen help  Technical Documentation |
| **Criteria covered by this task:** | | |
| Unit/Criteria reference | To achieve the criteria you must show that you are able to: | |
| P6 | Create onscreen help to assist the users of a computer program | |
| M4 | Create technical documentation for the support and maintenance of a computer program. | |
| **Sources of information to support you with this Assignment** | | Blackboard |
| **Other assessment materials attached to this Assignment Brief** | |  |