College of Engineering, Construction and Living Sciences
Bachelor of Information Technology
ID608001: Intermediate Application Development Concepts
Level 6, Credits 15

Project

Assessment Overview

In this **individual** assessment, you will design and develop **two applications** using a game engine of your choice. In addition, marks will be allocated for Git usage.

Learning Outcomes

At the successful completion of this course, learners will be able to:

1. Apply design patterns and programming principles using software development best practices.
2. Design and implement full-stack applications using industry relevant programming languages.

Assessments

Assessment	Weighting	Due Date	Learning Outcome
Practical	20%	13-11-2024 (Wednesday at 4.59 PM)	1
Project	80%	13-11-2024 (Wednesday at 4.59 PM)	1, 2

Conditions of Assessment

You will complete this assessment during your learner-managed time. However, there will be time during class to discuss the requirements and your progress on this assessment. This assessment will need to be completed by **Wednesday, 13 November 2024** at **4.59 PM**.

Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of **50%** over all assessments in **ID608001: Intermediate Application Development Concepts**.

Authenticity

All parts of your submitted assessment **must** be completely your work. Do your best to complete this assessment without using an **AI generative tool**. You need to demonstrate to the course lecturer that you can meet the learning outcome(s) for this assessment.

However, if you get stuck, you can use an **AI generative tool** to help you get unstuck, permitting you to acknowledge that you have used it. In the assessment's repository **README.md** file, please include what prompt(s) you provided to the **AI generative tool** and how you used the response(s) to help you with your work. It also applies to code snippets retrieved from **StackOverflow** and **GitHub**.

Failure to do this may result in a mark of **zero** for this assessment.

Policy on Submissions, Extensions, Resubmissions and Resits

The school's process concerning submissions, extensions, resubmissions and resits complies with **Otago Polytechnic** policies. Learners can view policies on the **Otago Polytechnic** website located at https://www.op.ac.nz/about-us/governance-and-management/policies.

Submission

You **must** submit all files via **GitHub Classroom**. Here is the URL to the repository you will use for your submission – https://classroom.github.com/a/lvW3JyHk. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**. If you do not have not one, create a **.gitignore**. The latest application files in the **main** branch will be used to mark against the **Functionality** criterion. Please test before you submit. Partial marks **will not** be given for incomplete functionality. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**.

Extensions

Familiarise yourself with the assessment due date. Extensions will **only** be granted if you are unable to complete the assessment by the due date because of **unforeseen circumstances outside your control**. The length of the extension granted will depend on the circumstances and **must** be negotiated with the course lecturer before the assessment due date. A medical certificate or support letter may be needed. Extensions will not be granted for poor time management or pressure of other assessments.

Resits

Resits and reassessments **are not** applicable in **ID608001: Intermediate Application Development Concepts**.

Instructions

Two Games - Learning Outcomes 1 and 2 (70%)

- Design and develop applications using a game engine of your choice.
- The topic for the applications is your choice.
- The applications need to open without code or file structure.
- Gather requirements for your applications and construct them into user stories.
- Integrate a database of your choice into your applications.

Design Document - Learning Outcomes 1 and 2 (20%)

For each application, in a **Microsoft Word** document, explain the following:

- Core concept
- Design pillars
- Main features and mechanics
- Target platform and audience
- Interface and controls
- Basic story
- Visual style
- Initial design sketches. These can be hand-drawn or created using a design tool
- Audio style
- Known issues and bugs
- Future improvements

Note: This is an ongoing document that you will update as you progress through the development of your applications.

Git Usage - Learning Outcome 1 (10%)

- A **GitHub** project board or issues to help you organise and prioritise your development work. The course lecturer needs to see consistent use of the **GitHub** project board or issues for the duration of the assessment.
- Your **Git commit messages** should:
  - Reflect the context of each functional requirement change.
  - Be formatted using an appropriate naming convention style.

Additional Information

- **Do not** rewrite your **Git** history. It is important that the course lecturer can see how you worked on your assessment over time.
- You need to show the course lecturer the initial **GitHub** project board or issues before you start your development work. Following this, you need to show the course lecturer your **GitHub** project board or issues at the end of each week.