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**. The first application needs to be a **game** using **Unreal Engine**. The second application can be **your choice**, i.e., a game, mobile application or web application. In addition, marks will be allocated for code quality and best practices and 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%	21-06-2024 (Friday at 4.59 PM)	1
Project	80%	21-06-2024 (Friday at 4.59 PM)	1 and 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 **Friday, 21 June 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 | Te Pūkenga** policies. Learners can view policies on the **Otago Polytechnic | Te Pūkenga** website located at https://www.op.ac.nz/about-us/governance-and-management/policies.

Submission

You **must** submit all application files via **GitHub Classroom**. Here is the URL to the repository you will use for your submission – https://classroom.github.com/a/P-HAHGPz. 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

Functionality - Learning Outcomes 1 and 2 (70%)

- The topic for the applications is **your choice**.
- The applications needs to open without code or file structure modification in **Unreal Engine** and a technology of your choice.

- Gather requirements from the client and deconstruct them into user stories.
- Design and develop applications using **Unreal Engine** and a technology of your choice.
- Integrate a **database** into the applications. The type of **database** is **your choice**.
- Demo the applications on a web platform.

Code Quality and Best Practices - Learning Outcome 1 (25%)

- An appropriate **.gitignore** file is used.
- Appropriate naming of files, variables, methods and classes.
- Idiomatic use of values, control flow, data structures and in-built functions.
- Efficient algorithmic approach.
- Sufficient modularity.
- Each file has an **comment** located at the top of the file.
- Formatted code.
- No dead or unused code.

Git Usage - Learning Outcomes 1 (5%)

- 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.