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|  | **FACULTY OF COMPUTING, ENGINEERING and SCIENCE** | Final mark awarded:\_\_\_\_\_ |

**Assessment Cover Sheet and Feedback Form 2017/18**

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| Module Code:  IS3S664 | Module Title:  Advanced Internet & Mobile Computing | | Module Lecturer:  Dr Phil Davies |
| Assessment Title and Tasks:  iPhone Development | | | Assessment No.  e.g. 2 of 2 |
| No. of pages submitted in total including this page:  N/A | | | Word Count of submission  (if applicable): N/A |
| Date Set:  Monday 12 Feb, 2018 | | Submission Date:  Monday 23rd April, 2018  Submit on Pen Drive – demo to take place in j109 | Return Date:  20 working days |

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| **Extenuating Circumstances**  If there are any exceptional circumstances that may have affected your ability to undertake or submit this assignment, make sure you contact the Advice Centre on your campus prior to your submission deadline. |
| **Fit to sit policy**:  The University operates a fit to sit policy whereby you, in submitting or presenting yourself for an assessment, are declaring that you are fit to sit the assessment. You cannot subsequently claim that your performance in this assessment was affected by extenuating factors. |
| **Plagiarism and Unfair Practice Declaration:**  By submitting this assessment, you declare that it is your own work and that the sources of information and material you have used (including the internet) have been fully identified and properly acknowledged as required[[1]](#footnote-1). Additionally, the work presented has not been submitted for any other assessment. You also understand that the Faculty reserves the right to investigate allegations of plagiarism or unfair practice which, if proven, could result in a fail in this assessment and may affect your progress. |
| **Details of Submission:**  Note that all work handed in after the submission date(s) and within 5 working days will be capped at 40%[[2]](#footnote-2). No marks will be awarded if the assessment is submitted after the late submission date unless extenuating circumstances are applied for and accepted (Advice Centre to be consulted).  Work should be submitted as detailed below. You are responsible for checking the method of submission.  On a pen drive – demo to take place on that day if possible.  IMPORTANT: check that your project can be copied to machines in J109 and WORKS >> to achieve a mark you MUST demo to lecturer. |

**IT IS YOUR RESPONSIBILITY TO KEEP A RECORD OF ALL WORK SUBMITTED**

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| **Part B: Marking and Assessment**  **(to be completed by Module Lecturer)** |
| This assignment will be marked out of 100%  This assignment contributes to 50% of the total module marks.  This assignment is bonded – expected number of hours (including practical classes) to complete the task is approximately 20 hours. |
| **Assignment**  **During the course you have developed a noughts and crosses game. The purpose of this coursework is to now further develop this game and include a Master/Detail type aspect to it.**  **It is suggested that the game be further developed into a four in a row game – requiring a larger grid matrix. In order for a player to have the opportunity to take a go at the game – they will need to firstly get a question correct – if not then they lose their turn.**  **e.g. possible list of movie actors - player selects an actor – takes to next view where there are a list of films. If the player selects a film that the actor is in correctly gets to go to the four in a row game.**  **The use of persistent data is expected and also any functionality that is added to the basic game (such as timers, etc) will be looked upon favourably.**  **Improve the screen design**  **Limit the random choice as being once per film title– i.e. avoid repeated choice of the same film title**  **Game information is stored ready for the player(s) to return to where left off**  **Limit the number of attempts per game**  **Improve the randomization process**  **Optimise the checking for a win**  **The above are suggestions – it is up to the student to develop the app appropriately to make it clear and playable**  **Grading Criteria:**  **40-49%**  **The student has managed to develop a working application based upon the lecture notes – but has not really developed it further than merely showing a basic understanding via commenting**  **50-59%**  **The student has developed the app further and included reasonable comments showing a good understanding of the functionality included. The changes achieved being mainly cosmetic but has implemented some of the above suggestions**  **60-69%**  **The student has further developed the app, taking into account most of the suggested points above. The code has been well documented. The design has been improved, but the competitive element has not really been greatly enhanced.**  **70%>**  **The student has fully developed a working app where the functionality has been greatly enhanced from the original lecture example. Consideration as to game operation, consistency of data and the inclusion of a competitive element, have all been successfully included. The existing and new code has been explained well in the added comments.** |
| **Learning Outcomes being Assessed**  **1**  To demonstrate a critical understanding of the prevailing technologies associated with the development of web-based and mobile applications.  **2.**  To be able to critically evaluate the various technological options available for diverse web-based and mobile development. |

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| *Provisional mark only: subject to change and/or confirmation by the Assessment Board* |

1. University Academic Integrity Regulations [↑](#footnote-ref-1)
2. Information on exclusions to this rule is available from Campus Advice Shops [↑](#footnote-ref-2)