Observation Checklist

Design Prototyping Fundamentals

# Learner Instructions

The purpose of this assessment is to determine if you have acquired the necessary knowledge and performance skills to effectively develop and understand functionality for code in video game prototypes.

You are required to:

* Demonstrate interactivity using a scripting language. (Input/Output)
* Incorporate commenting of code logic/functionality into scripts.
* Provide at least two (2) separate unique scripting examples.
* Demonstrate observable functionality in a game engine.

To achieve this, you are required to present your Game Project Prototype to the class, and to answer a series of questions asked by your Assessor/Observer (your Trainer). You will need to provide appropriate answers to the questions, demonstrating that you understand how your code actually functions. Your Assessor/Observer must see you demonstrate this ability using 2 scripts in your project.

Your Assessor/Observer will complete the following Observation Checklist based on your ability to address the criteria. You are encouraged to read their instructions below, to understand how you will be assessed.

Once the assessment is completed, **it is your responsibility to upload this completed document to Canvas as evidence by the due date,** along with your other assessment items.

# Assessor/Observer Instructions

To be deemed Satisfactory for this assessment item, the Learner must:

* Provide a Unity Game Project prototype, uploaded to a common space (Shared Drive)
* Be able to open and play the Game Project, which functions at real time in engine
* Open 2 Scripts and navigate to an appropriate section of each script
* Answer questions about the scripts to demonstrate understanding of the functionality

The Learner must answer a series of questions (minimum 3) to demonstrate their understanding. The questions are not fixed, and can include appropriate topics such as:

* What does the line of code do?
* What would happen if you changed one value to another?
* How would you achieve a specific, desired outcome by changing this line?

Using the following Observation Checklist, mark the Learner as either Satisfactory (S) or Not Yet Satisfactory (NYS) for each criteria. The Learner must achieve a Satisfactory mark for all criteria to be considered Satisfactory for this assessment item. Assessment can be retaken at a later date if considered Not Yet Satisfactory.

# Observation Checklist

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| --- | --- | --- | --- |
| **Performance Criteria** | **S/NYS** | **Assessor/Observer Comments** | |
| The Learner was able to demonstrate a functional game/prototype, running at real time in engine. | S  NYS |  | |
| The game project provided by the Learner has clear interactivity (input and output). | S  NYS |  | |
| The Learner was able to navigate to Script 1, and to provide adequate commenting in the code. | S  NYS |  | |
| The Learner was able to answer a minimum of 3 questions about Script 1, demonstrating their understanding of it. | S  NYS |  | |
| The Learner was able to navigate to Script 2, and to provide adequate commenting in the code. | S  NYS |  | |
| The Learner was able to answer a minimum of 3 questions about Script 2, demonstrating their understanding of it. | S  NYS |  | |
| **Overall Mark** | | | |
| **S** | | | **NYS** |

# Authentication

|  |  |  |  |
| --- | --- | --- | --- |
| **Learner** | | | |
| Name: |  | Date: |  |
| Signature: |  | | |
| **Assessor/Observer** | | | |
| Name: |  | Date: |  |
| Signature: |  | | |