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| **ASSESSMENT TASK NOTIFICATION** | | |
| **COURSE** | **Software Design and Development** | |
| **TASK TITLE** | **Assessment Task 3: AS3 Programming Task and documentation** | |
| **TASK WEIGHT** | **30%** | |
| **DATE OF NOTIFICATION** | **12 June 2020** | |
| **DUE DATE** | **Term 2 Week 10 , Friday 9am 3/07/2020** | |
| **OUTCOMES ASSESSED** | | |
| **You will be assessed on your demonstration of the following outcomes:**  H3.2 constructs software solutions that address legal, social and ethical issues  H4.2 applies appropriate development methods to solve software problems  H4.3 applies a modular approach to implement well-structured software solutions and evaluates their effectiveness  H5.1 applies project management techniques to maximise the productivity of the software development  H5.2 creates and justifies the need for the various types of documentation required for a software solution  H5.3 selects and applies appropriate software to facilitate the design and development of software solutions  H6.3 uses and describes a collaborative approach during the software development cycle | | |
| **TASK DESCRIPTION** | | |
| **Task Description:** Create a program and project documentation as itemised in the Marking Guidelines. This will demonstrate your communication and research skills, project management and modelling techniques and coding skills that you have learned in this course.  **Language to Use**: ActionScript3.  **Software Development Approach:** You - *the developer* are using the ‘structured’ approach with the 5 distinct stages of Software Development Cycle (SDC) to produce a high quality software with known requirements that meets the teacher – *the clients* expectations reaching completion by due date.  **Project Documentation:** You will need to provide Design Specifications, Logbook, Gantt chart, Context Diagram, Data Dictionary and a Storyboard (*when you start the documentation and populate the documents ensure that you include* ***all*** *documentation items in one file for submission. i.e.* adding tables, *formatting headings, a Table of Contents,* a header where you add your details and embedding of the Gantt chart and Data dictionary as excel objects.) | | |
| **MARKING** | | |
| **You will be assessed on your:**   * Knowledge of legal, social and ethical issues and their effect on software design and development. * Skills in designing and developing software solutions. * Skills in management appropriate to the design and development of software solutions. * Skills in communication associated with the design and development of software solutions.   as outlined in Marking Guidelines. | | |
| **Head Teacher:** **Di Stevens: Head Teacher of Computing** | | |
| *With regards to Illness/Misadventure, Absence or submitting an Application for Extension, students must follow the policy as outlined in your copy of the Assessment Handbook, which is also available on our website and the Millennium Student Portal.* | | |
| **Administration Office  Telephone: 65568100**  **Fax: 65568105  email: camdenhave-d.school@det.nsw.edu.au  Valley View Rd. Laurieton NSW 2443** | | **AT** |

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| **Marking Guidelines** | **Outstanding** | **HIGH** | **SOUND** | **BASIC** | **LIMITED** |  |
| **Issues related to software design**  1: Comments in all files include Author block with filename, date and purpose (disabled broken code included)  2: Coding RESEARCH -At least three web references  3: Logbook- References of all source code including any tutorial code.  4: Game Help function is working, user friendly and inclusive.  5: Game User Interface has less than 3 spelling errors.  comments | All items are completed to an outstanding level  15 -12 marks | Some or all  are completed to a high level  12-9 marks | Some or all  are completed to a sound level  9-6 marks | Some or all  are completed to a basic level  6-3 marks | Some are completed to a limited level  3-0 marks | 15 marks |
| *Using creativity and a depth in understanding of coding norms to expand original space tutorial into a new game. Be sure to include and document more advanced features and /or levels.*   1. The game includes collision detection that has relative boundaries that are close to the visual size of the objects and frame boundary. 2. Excellent screen design with new elements that are appropriately placed. 3. Add interactivity/levels/ interest/animation to the game play 4. User friendly User Interface with HELP inclusive instructions 5. Most or all code working as expected. 6. OOP approach to coding is attempted, Main game entities are separate files. 7. Variables and functions have been given meaningful names (display intrinsic documentation) 8. Test Report of final game: a table with 2 types of computers and 3 type of users. 9. Evaluation of the effectiveness of the software solution compared to the design specs (3 sentences)   10. Maintenance: discussion future considerations (3 sentences) | All items are completed to an outstanding level  30 - 24 marks | Some or all  are completed to a high level  24-18 marks | Some or all  are completed to a sound level  18-12 marks | Some or all  are completed to a basic level  12-6 marks | Some or all  are completed to a limited level  6-0 marks | 30 marks |
| **Managing and Documenting:**   1. Design specifications : create a table of 3 user and 3 developer specifications 2. Test report, Evaluation and Maintenance documents are considered and thorough   **Create project management tools**   1. Logbook – dates, issues, solutions, also see issues and communication. 2. Gantt chart – dates, stages, sub-tasks, milestones.   **Create modelling tools to fully describe the solution**   1. Context Diagram – Inputs, Outputs and external entities. 2. Data Dictionary -sorted into logical divisions then A-Z. 3. Storyboards - game screens, titles and links.   **Use of software**   1. Uses spreadsheet application to create Gantt chart and data dictionary. 2. Uses Word template to format headings with Table of Contents (TOC) and header. 3. Inserts 2 spreadsheet objects into the word file. Include files in assessment folder. 4. Uses drawing application to create Context diagram and Storyboards. (IO draw, Lucid charts, etc. ) | All items are completed to an outstanding level  30 - 24 marks | Some or all  are completed to a high level  24-18 marks | Some or all  are completed to a sound level  18-12 marks | Some or all  are completed to a basic level  12-6 marks | Some or all  are completed to a limited level  6-0 marks | 30 marks |
| **Communication skills associated with software design and development :**  1: Uses ‘[GITHUB’.](https://github.com/) Create account and add final project to GITHUB and share link to teacher by due date -time.  2: Uses [‘stack overflow’.](https://stackoverflow.com/) Create account and posts.  3: Logbook: stack overflow posts (include url) and github commits are documented in log.  4: Logbook: Each new game feature is noted and itemised.  5: Assessment folders and files are suitably organised and named, Prints professionally, preview done. | All items are completed to an outstanding level  15 -12 marks | Some or all  are completed to a high level  12-9 marks | Some or all  are completed to a sound level  9-6 marks | Some or all  are completed to a basic level  6-3 marks | Some or all  are completed to a limited level  3-0 marks | 15 marks |

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# “yourProgramName” Design Specifications

(See 12SDD textbook)

# “yourProgramName” Log book

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=))

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| --- | --- | --- | --- | --- |
| Date /Time | Description of progress | Tasks achieved | Issues- stumbling blocks | references |
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# ‘yourProgramName” Gantt chart

( Embed chart object here)

# “yourProgramName” Context Diagram

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=))

# “yourProgramName” Data Dictionary

(See SDD course specifications use 1st 2nd 5th columns as example below) Embed excel object here

|  |  |  |
| --- | --- | --- |
| Data item (variables) | Data Types ( sort data types together) | Description (of what the variable does) |
| CharacterName | string | Main character of game |

# “yourProgramName” Storyboard

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=) or 12SDD textbook)

# “yourProgramName” Test Report

(see [SDD course specifications](https://educationstandards.nsw.edu.au/wps/wcm/connect/44325629-51c6-4330-8bf8-662d5cfbe5fb/software-design-development-course-specs.pdf?MOD=AJPERES&CVID=) or 12SDD textbook)

# “yourProgramName” Evaluation of solution

(at least 3 sentences link back to Design Specification)

# “yourProgramName” Maintenance Projection

(at least 3 sentences discuss possibilities for maintenance)