

Title: Platformer

Assessment Details: (please refer to your Class Schedule for actual date)

Start Date:	Session 7
Submission Date:	Session 12
Assessment Date:	Session 12

Assessable units of competency

ICAICT204A – Operate a digital media technology package

CUFDIG304A – Create visual design components

CUFYOU204A – Perform basic sound editing

ICAICT211A – Identify and use basic current industry-specific technologies

General description

In this assessment you will gain an extended understanding of basic programming principles through the creation of a platformer.

Consider the following for your project:

- Your project should include a player that can shoot and be controlled by keyboard.
- The design of the Heads Up Display (HUD) should be created in a graphics editor, and then implemented within the game
- The HUD should display statistics such as number of times the player has died, amount of health, number of bullets fired.
- Enemies should be placed within your level through the use of a level editing program. They can use simple AI to move around the level, or follow a set path until they move off the screen or collide with bullets.

- To keep things simple, enemies could be destroyed on collision of bullets.
- When the player dies, display a game over screen, and the restart the game
- Background music and sound effects should be included, e.g. shooting and exploding, and edited to suit your application. You must provide both the original and edited sound with your submission.
- For completeness, you can optionally include a splash screen, menu and pause screen. If time allows, feel free to extend or modify your platformer in new and interesting ways.

The following folder structure is recommended for submission:

- 02_Assessment_YourName_submission1
 - Project_Source
 - Sounds
 - HUD_Designs

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- A – OOP and Multiple source files
- B – Menus and HUD design
- C – Audio integration: sound effects and background music

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

1. Project contains multiple source files – Skill (A)
2. Submit Photoshop (or alternative graphics editor) file that contains HUD designs – Skill (B)
3. Project contains a HUD displaying (at a minimum) score and lives to the player – Skill (B)
4. Project has sound effects and background music, edited to suit the project – Skill (C)



Assessment Criteria

Part Time Courses – Game Programming Foundations (Javascript)

ICA20111 - Certificate II in Information, Digital Media and Technology



Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
- Know what evidence you must provide during your assessment
- Take an active part in the assessment process
- Be ready for the assessment at the nominated time

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent for Platformer
1. Project contains multiple source files	<ul style="list-style-type: none">• The submitted assessment contains a working and finished project that uses source files developed by the student specifically for use with the platformer project. For example (but not restricted to): player.js, enemy.js, bullet.js, sprite.js, vector2.js, keyboard.js
2. Submit Photoshop (or alternative graphics editor) file that contains HUD designs	<ul style="list-style-type: none">• Students should design two Heads Up Displays (HUDs) with their chosen graphics editor. These images must be submitted with the assessment.• One of these designs must be used within the game.
3. Project contains a HUD displaying (at a minimum) score and lives to the player	<ul style="list-style-type: none">• The submitted assessment contains a HUD that displays information to the user about the current state of the game. This information must not be static, and therefore requires information that updates. For example: when an enemy dies, the score displayed to the user should update to represent the new score.• The implementation of this HUD must match one of the HUDs designed for evidence 2 (above).
4. Project has sound effects and background music, edited to suit the project	<ul style="list-style-type: none">• When speakers are plugged into the pc, sounds are emitted from the speakers on events that occur within the game. For example, if the space key is pressed, a “shot” sound is played.• Sound editing tools were used to edit sounds as appropriate, original and edited sounds provided.

Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document. Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 mins to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or not *yet competent*.

REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have one (1) week to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

