



Marsden State High School

Business Education- 11IPT

Semester
2
Date Given
Week 1, Term 4
Due Date
Week 6, Term 4

Knowledge
Research & Development
Communication

Name:	
Form:	
Teacher:	WATT
Head of Department:	FURLAN
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Assessment: 4 (Formative) Major Project	
Authorship Declaration	
I _____ claim authorship of the attached works. The works acknowledge all sources and do not breach copyright and plagiarism policy.	
Date Submitted: _____	
Students Signature: _____	
Task Conditions	
<ul style="list-style-type: none"> • Program: Visual Basic. Net • Time: 6 Weeks class time provided • Words: Min 1500 • This item must be submitted no later than 5 days after the week beginning date as teacher feedback (given as part of the learning process) will invalidate this assessment. Failure to do so will result in a Non-submission. • Failure to complete this item will result in automatic withdrawal of credit for this semester. i.e. The teacher will have insufficient evidence to make a valid judgment about coverage of this course of study. 	

Assessment 4 11 IPT

Criteria	Standard A	Standard B	Standard C	Standard D	Standard E
Knowledge <ul style="list-style-type: none"> knowledge simple application 	The student: <ul style="list-style-type: none"> recalls a wide range of facts, terminology, methods and procedures, concepts, processes and principles relating to software programming effectively selected and applied knowledge to produce a quality working application. 	The student: <ul style="list-style-type: none"> recalls a range of facts, terminology, methods and procedures, concepts, processes and principles relating to software programming consistently applied related knowledge to produce application. 	The student: <ul style="list-style-type: none"> recalls facts and terminology and some related methods and procedures, concepts, processes and principles relating to software programming applied related knowledge to produce valid application. 	The student: <ul style="list-style-type: none"> recalls facts, terminology, and related concepts relating to software programming applied knowledge to produce an application. 	<ul style="list-style-type: none"> The student recalls some facts and terminology relating to software programming
Research & Development <ul style="list-style-type: none"> analysis synthesis evaluation 	The student: <ul style="list-style-type: none"> provided comprehensive analysis to a unrehearsed and complex problem developed an effective and efficient solution to an unrehearsed and complex problem evaluated contexts, inputs, processes and products, with detailed justification and against appropriate criteria. 	The student: <ul style="list-style-type: none"> provided detailed analysis of unrehearsed and complex problem developed an effective solution to unrehearsed and complex problem evaluated contexts, inputs, processes and products, with justification and against appropriate criteria. 	The student: <ul style="list-style-type: none"> identifies, classifies and describes an unrehearsed problem developed a solution to unrehearsed problems evaluated contexts, inputs, processes and products against appropriate criteria. 	The student: <ul style="list-style-type: none"> identified and classified a simple problem produced a simple or partial solution to the problem evaluated superficially. 	
Communication <ul style="list-style-type: none"> representing information using language 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the major project which effectively integrated design principles used a wide vocabulary with discrimination and applied conventions of language to convey meaning appropriate to the major project. 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the major project which effectively integrated design principles used a wide vocabulary with discrimination and applied conventions of language to convey meaning appropriate to the major project. 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the major project which used some design principles used vocabulary and conventions of language to convey meaning appropriate to the major project. 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the major project used language to convey meaning, although the meaning conveyed is not always appropriate to the major project 	

Assessment 4 11 IPT
Major Project- Game

Background

The gaming industry is a multibillion dollar industry. Quite often software development businesses will form deals with movie production companies to create games that mirror a blockbuster film. Such examples include Harry Potter, Lord of the Rings and Batman. These games capitalise on the marketing success of the movie.

Another big gaming market is mobile phones. People pay high subscription fees to have the latest game downloads on their phone. These applications are small and simple, but are a fun way to pass time.

Task

Working individually; you are required to create a small mobile phone game that is based on the theme of a recent blockbuster movie. The design of the application is entirely your decision. The level of complexity will help to determine your grade. You are required to develop the game using the DDE cycle. The entire process must be documented in Microsoft Word and will be a minimum of 1500 words. Each phase of the DDE cycle must be signed off by the teacher upon completion.

The DDE cycle is as follows:

Design

- identifying the problem
- assess the needs
- analysing tasks
- solution specification
- selection and application of appropriate design methodology

Develop

- use software development application to design the game
- implement the design
- implement systems
- develop support documentation and operations
- test for errors

Evaluate

- evaluate the contexts, inputs, processes and products.



Submission

The submission should include:

1. Title Page
2. Contents Page

Design Phase- Due end week 2

3. Problem Definition
4. Needs Analysis
5. Task Breakdown
6. Objectives
7. Pseudo Code
8. NS Diagrams
9. Sketch of Design
10. Plan for Implementation (code/ programming structures to be used)

Design Phase Complete ----- Teacher Signature ----- Student Signature

Develop Phase- Due end week 4

11. Print Screen Application Interface
12. Code
13. Programming Notes/ Explanation of Code
14. Print Screen Errors

Develop Phase Complete ----- Teacher Signature ----- Student Signature
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Evaluation Phase- Due end week 5

15. Overall Application Design
16. Improvements
17. Feedback from Peers

Evaluation Phase Complete ----- Teacher Signature ----- Student Signature

File & Final Submission- Due end week 6

18. A completed application (Save to CD/DVD or cheap USB)