

Name:

Overall Grade: P | M | D

## Unit 16 – Assessment Log

Assessment Objective	Pass	Merit	Distinction
1: Analyse programming principles using game-specific examples	<input type="checkbox"/> Demonstrate a <b>basic</b> understanding of the following programming principles: <ul style="list-style-type: none"> <li><input type="checkbox"/> Process analysis</li> <li><input type="checkbox"/> Data structures</li> <li><input type="checkbox"/> Algorithms</li> <li><input type="checkbox"/> Control structures</li> <li><input type="checkbox"/> Input output</li> </ul> <input type="checkbox"/> They use <b>limited</b> game-specific examples.	<input type="checkbox"/> Demonstrate a <b>detailed</b> understanding of the following programming principles: <ul style="list-style-type: none"> <li><input type="checkbox"/> Process analysis</li> <li><input type="checkbox"/> Data structures</li> <li><input type="checkbox"/> Algorithms</li> <li><input type="checkbox"/> Control structures</li> <li><input type="checkbox"/> Input output</li> </ul> <input type="checkbox"/> Use a <b>range</b> of game-specific examples. <input type="checkbox"/> <b>Analyse</b> a simple game sequence and <b>describe</b> the underlying programming processes which make it work.	<input type="checkbox"/> Demonstrate an <b>in-depth</b> understanding and practical knowledge of the following programming principles and practice: <ul style="list-style-type: none"> <li><input type="checkbox"/> Process analysis</li> <li><input type="checkbox"/> Data structures</li> <li><input type="checkbox"/> Algorithms</li> <li><input type="checkbox"/> Control structures</li> <li><input type="checkbox"/> Input output</li> <li><input type="checkbox"/> Good programming practice</li> </ul> <input type="checkbox"/> Use a <b>wide range</b> of game specific examples. <input type="checkbox"/> <b>Analyse</b> events and processes from existing games with comprehensive clarity.
Notes:	AO1 Grade: P   M   D		
2: Describe professional programming languages and development tools.	<input type="checkbox"/> Produce evidence of their <b>basic</b> knowledge of programming languages and tools used in computer game programming. <input type="checkbox"/> Descriptions <b>may not</b> be fully accurate.	<input type="checkbox"/> <b>Describe</b> and <b>discuss</b> professional games programming practice, demonstrating knowledge of the programming languages and toolsets used at professional and hobbyist level. <input type="checkbox"/> Demonstrate a <b>good</b> understanding of the difference between high and low level languages and their relationship and deployment in games programming.	<input type="checkbox"/> <b>Describe</b> and <b>discuss</b> professional games programming practice, demonstrating an <b>in-depth</b> knowledge of the programming languages and toolsets used at professional and hobbyist level. <input type="checkbox"/> Demonstrate a <b>comprehensive</b> understanding of the difference between high and low level languages and where each is best deployed. <input type="checkbox"/> <b>Compare</b> and <b>contrast</b> different hobbyist and semi-professional languages and <b>analyse</b> the strengths and weaknesses of each.
Notes:	AO2 Grade: P   M   D		



3: Demonstrate an understanding of games programming practice and specialist areas.	<input type="checkbox"/> Produce evidence of a <b>basic</b> knowledge of programming practice.  <input type="checkbox"/> Produce evidence of a <b>basic</b> knowledge of the following specialist areas used in computer game programming: <ul style="list-style-type: none"> <li><input type="checkbox"/> Physics</li> <li><input type="checkbox"/> Graphical User Interface (GUI)</li> <li><input type="checkbox"/> AI</li> </ul>	<input type="checkbox"/> Demonstrate a <b>detailed</b> understanding of games programming practice.  <input type="checkbox"/> <b>Describe</b> and <b>distinguish</b> between the following game programming specialism's and relate them to the features and functionality of a range of existing game examples: <ul style="list-style-type: none"> <li><input type="checkbox"/> Physics</li> <li><input type="checkbox"/> Graphical User Interface (GUI)</li> <li><input type="checkbox"/> AI</li> </ul>	<input type="checkbox"/> Demonstrate a <b>comprehensive</b> understanding of games programming practice.  <input type="checkbox"/> Demonstrate a <b>detailed</b> understanding of at least three different specialism's of game programming and show where and how each specialist area is deployed to create current exemplar game titles: <ul style="list-style-type: none"> <li><input type="checkbox"/> Physics</li> <li><input type="checkbox"/> Graphical User Interface (GUI)</li> <li><input type="checkbox"/> AI</li> </ul>
Notes:	<div> <input type="checkbox"/> Descriptions <b>may not</b> be fully accurate.           <input type="checkbox"/> Descriptions are <b>mostly</b> accurate.           <input type="checkbox"/> <b>All</b> descriptions are accurate.         </div>		
4: Describe the principles and practice of game prototyping.	<input type="checkbox"/> Follow <b>simple</b> tutorial-led procedures using a game development tool or game modification system, showing that you are aware of the toolset and its <b>basic</b> methods and techniques.  <input type="checkbox"/> You <b>may</b> struggle when it comes to solving problems which do not have template solutions.  <input type="checkbox"/> You <b>may</b> require a fair amount of assistance.	<input type="checkbox"/> Develop a <b>basic</b> competence in the chosen game authoring or game modification tool to be able to go beyond tutorial level and start to <b>develop</b> your own content, with some assistance.  <input type="checkbox"/> Show a <b>good</b> understanding of the principles and procedures used by the given system.  <input type="checkbox"/> <b>List</b> the main strengths and weaknesses of the authoring system or game modification tool.	<input type="checkbox"/> Develop <b>competence</b> in the chosen game authoring platform or game modification system and be able to <b>create</b> and <b>solve</b> programming tasks and problems using these tools requiring little to no assistance.  <input type="checkbox"/> Able to <b>critically analyse</b> the strengths and weaknesses of the authoring system or game modification tool and <b>suggest</b> improvements in its design.
Notes:	<div> <div>AO3 Grade: P   M   D</div> <div>AO4 Grade: P   M   D</div> </div>		



5: Specify and plan a simple game demonstration.	<input type="checkbox"/> Specify and plan a <b>simple</b> game demo to a basic level using: <ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Basic</b> flowcharting skills</li> </ul>	<input type="checkbox"/> <b>Efficiently</b> analyse and plan their own game demo using: <ul style="list-style-type: none"> <li><input type="checkbox"/> Paper design</li> <li><input type="checkbox"/> Flowcharting techniques</li> </ul>	<input type="checkbox"/> <b>Effectively</b> analyse and plan their own game demo using: <ul style="list-style-type: none"> <li><input type="checkbox"/> Paper design</li> <li><input type="checkbox"/> Flowcharting skills</li> <li><input type="checkbox"/> Algorithmic analysis</li> <li><input type="checkbox"/> Application of control structures (all used to a <b>very high</b> standard)</li> </ul>
Notes:	A05 Grade: <b>P   M   D</b>		
6: Produce a simple working game demonstration.	<input type="checkbox"/> You are able to construct the initial workings of a game demo; however, it <b>may not</b> necessarily run with the desired or predicted functionality.	<input type="checkbox"/> Final game demo project will be <b>mostly robust</b> , but not all the specified functionality will have been successfully implemented.	<input type="checkbox"/> <b>Effectively</b> build and implement their final game demo to a good standard, resulting in a smooth running and robust build demonstrating competence in game play programming and execution.
	<input type="checkbox"/> You may require <b>some</b> assistance and guidance either with their programming or use of a game development system.	<input type="checkbox"/> You require <b>minimum</b> assistance with either programming or when using a game development system.	<input type="checkbox"/> You require <b>little or no</b> assistance with either programming or when using a game development system.
	<input type="checkbox"/> Provide evidence of <b>some</b> testing. <b>May not</b> provide evidence of debugging some errors	<input type="checkbox"/> Provide evidence of testing <b>most of</b> the main areas of the program. You <b>may</b> provide evidence of debugging some errors	<input type="checkbox"/> Provide evidence of testing <b>most</b> of the main areas of the program. Also provide <b>evidence</b> of debugging some errors.
	<input type="checkbox"/> Some <b>limited</b> documentation is provided.	<input type="checkbox"/> The documentation is <b>thorough</b> and of a consistent quality.	<input type="checkbox"/> <b>All</b> programming will be thoroughly documented.
	<input type="checkbox"/> The finished demo <b>may not</b> reflect their plans.	<input type="checkbox"/> The finished demo <b>will reflect</b> their plans.	<input type="checkbox"/> The finished demo <b>will match</b> their plans.
Notes:	A06 Grade: <b>P   M   D</b>		