

Assignment Brief

Qualification	BTEC Level 3 Extended Diploma in IT
Unit number and title	Unit 22: Development Computer Games
Learning aim(s) (For NQF only)	LO3: Be able to design and develop computer games LO4: Be able to test and document computer games
Assignment title	Assignment 3: Game Coding & Testing
Assessor	Aquib Housein / Derek Peacock / Sampson Aneke
Issue date	26/02/18
Hand in deadline	30/03/18

Vocational Scenario or Context	You are working as a junior games developer for an IT Software company called IntelliGames. The client wants you to create a working version of the game you designed.
---------------------------------------	--

Task 1	<p>Create your game using an appropriate programming language in accordance to your design.</p> <p>Make sure that the classes have been divided equally between the two of you, and each class has the authors name clearly stated. Record screen shots showing the game actually working. [P4]</p> <p>Make sure you have used selection or iteration methods in your game. Evidence for this would be annotated methods showing how it was used and the screen shot of the game in action. [M2]</p> <p>Execute a detailed test plan for the computer game. Ensure that each test includes a log of the result and screenshots as evidence of the test execution. Make sure the tests have been divided equally. [P5]</p> <p>Show that you have used a variety of testing tools, such as debugging facility, test program code, trace facilities and inspection techniques for the examination of variables when the program is running. Explain what tool was used and what the outcome of the test was. Show screen prints to evidence this. [M3]</p>
Checklist of evidence required	<ul style="list-style-type: none"> Documented code, Test plan and Log, Screen Shots, and example of Debugging

Assignment Brief

Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
P4	Develop a computer game for a given specification.
P5	Follow a test strategy to test and debug a computer game.
M2	Use appropriate selection and iteration methods for a computer game
M3	Use a variety of testing tools.

Task 2	<p>Create a user guide for playing the game. Ensure that you show the purpose of the game, instructions of how to play the game, and an explanation of the scoring system [P6]</p> <p>Get feedback from users about the game. Using this feedback, write a report to the client suggesting improvements to the game itself [M4]</p>
Checklist of evidence required	<ul style="list-style-type: none"> Completed user guide, completed surveys and report

Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
P6	Produce user documentation for a computer game
M4	Suggest improvements to a computer game following user feedback.

Task 3	<p>Create an individual detailed report explaining to the client how the structure and the design of the game would allow for easy maintenance if any problems are found and how the client can expand the game if it was decided that extra features are needed. [D2]</p>
Checklist of evidence required	<ul style="list-style-type: none"> Detailed report with updated diagrams (if required)

Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
D2	Explain how the structure and design of a game can assist in maintenance and the capacity for extension.

Assignment Brief

Sources of information to support you with this Assignment	Textbooks BTEC Level 3 IT Book 1/2 Class handouts Unit Specification Websites www.greenfoot.org zetcode.com/tutorials/javagamestutorial www.gamedev.net unity3d.com Submission <ul style="list-style-type: none">• Electronic version via the Assignment/Turnitin drop box
Other assessment materials attached to this Assignment Brief	<i>None</i>