

1ACSC

Task 2: Scratch

Time: 6 weeks / 24 hours

Assessment Type –
Production/Performance

Outcomes Assessed:
Outcome 1: Technology Process
Outcome 2: Computer Systems
Outcome 3: Computer Skills

Essential Content
Components
Design, Develop and Manage
Tools

Learning Context - Computer Enthusiast

Task:

To design, develop and produce a simple, interactive game.

Task Parameters:

For this task you are required to design, develop and produce a computer game using the Scratch. This game must be interactive, include a method of scoring a result and reach a conclusion. Your game may be single player.

Outcomes assessed:

Outcomes In this task you have the opportunity to demonstrate the following outcomes and aspects:	
Technology Process Students apply a technology process to create or modify computer-based systems appropriate to meeting technology challenges.	<ul style="list-style-type: none">• Generate ideas, investigate and consider a range of alternatives and develop and prepare proposals.• Develop products that meet specifications and recognised standards.• Evaluate computer-based systems.
Computer Systems Students understand the design, operation and interrelationships of a range of computer-based systems.	<ul style="list-style-type: none">• Understand a range of techniques and operations to select and use computer-based systems;• Understand how the elements of computer-based systems interact with each other and the external environment; and• Understand the concepts and principles of a range of computer-based systems.
Computer Skills Students apply cognitive, organisational, operational and manipulative skills appropriate to using, developing and adapting computer-based systems.	<ul style="list-style-type: none">• Select, implement and monitor the resources needed to manage computer-based systems.• Develop skills to create and modify computer-based systems.• Apply manipulative skills to construct and maintain computer-based systems in accordance with industry standards.

Submission Requirements

- Investigation:
 - What makes a good game?... Research
 - e.g. <http://www.thegamesjournal.com/articles/WhatMakesaGame.shtml>
 - From your research design an Evaluation form and evaluate at least two(2) games.

 - Game Design:
 - From your investigation and evaluation of computer games present, at least two (2), ideas for the design of a game, as it would appear, on-screen, to the user.
 - Select one (1) of your ideas to develop and explain why you selected that over the other(s);
 - Game Proposal:
 - Present a written (word-processed) report which explains, in detail the following:
 - game idea / purpose;
 - target audience;
 - rules;
 - play sequence;
 - production timeline;
 - Include:
 - character/sprite sketch/screenshot;
 - screen design;
 - story/game board
 - <http://www.sloperama.com/advice/specs.htm>
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- Production:
 - ensure you keep a **comprehensive** Journal / Task Diary; and
 - version history
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- Evaluation: self / peer / audience (via publishing)
 - use developed evaluation form from initial investigation; or
 - feedback from others on the web
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- Scratch, is itself, an on-going project
 - Discuss briefly, those features of Scratch which you found useful / effective / beneficial in developing your game;
 - Suggest any improvements, modifications and / or enhancements which would improve Scratch.