TECHQUITY

Level 3 Game Development Log

Links to game

Sprint 1	
Sprint 2	
Final Product	

Brief Description of Game

What are you going to make?

Decisions

What game engine are you going to use and why?

What other software are you going to use and why?

What project management technique are you going to use and why?

What I am going to use to backup my game files and why?

Relevant Implications

Before beginning your project!
Watch this Video to help explain how to write about each one once you understand them.
In your own words, describe at least 3 of the most relevant implications that are important for game designers to consider before development. If you have done this in AS91901 you may copy and paste the answer here.

Relevant Implication	What is it and why is it important to consider when designing and making games?

Overall Project Planning

Link to your Trello Plan (make sure it is public) :

TECHQUITY

Sprint #1

What are your goals for this sprint?

My Contribution

Showcase your awesome work!
Add Screenshots and Explanations of the most important tasks you have done this sprint.
For each task, you should write 100-200 words for better marks. For assistance in writing, see the page on TEXAS Paragraphs.

Sprint#1 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example HERE

Link to Feedback Responses. (remember to share the spreadsheet)

Summary of Feedback

What did the feedback say in general and how will it affect your development?

Sprint #2

What are your goals for this sprint?

My Contribution

Showcase your awesome work! **Add Screenshots and Explanations of the most important tasks you have done this sprint.** **For each task, you should write 100-200 words for better marks. For assistance in writing, see the page on TEXAS Paragraphs.**

Sprint#2 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example HERE

Link to Feedback Responses. (remember to share the document)

Summary of Feedback

What did the feedback say in general? What are you going to do about it?

Sprint #3

What are your priorities for this sprint?

My Contribution

Showcase your awesome work! **Add Screenshots and Explanations of the most important tasks you have done this sprint.** **For each task, you should write 100-200 words for better marks. For assistance in writing, see the page on TEXAS Paragraphs.**

Sprint#3 Feedback

You need to gather some feedback from your end users or other relevant individuals. This is best done with a google form, spreadsheet or document. Make one in your Google Drive and paste the shortcut into the build folder of your project.- Example HERE

Link to Feedback Responses. (remember to share the document)

Summary of Feedback

What did the feedback say in general? What are you going to do about it?

Final Reflection:

Screenshot of the game at end of this project

Final Reflection

How did YOU improve your game? Give at least three specific examples.

With examples, discuss how planning, testing or trialling made your game better. (long answer)

Relevant Implications

How have you addressed the relevant implications that you identified at the beginning of the project?

Relevant Implication	I addressed this by………. Give specific examples

Assessment Checklists

AS91907- Use complex processes to develop a digital technologies outcome

Credits: 6 (internal)
NZQA: https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2019/as91907.pdf

Achieved	Evidence	✔
using recognised and appropriate project management tools and techniques to plan the development of a digital technologies outcome	Use trello and agile throughout the project	
decomposing the digital technologies outcome into smaller components	Trello board has lots of detailed tasks that are between 1 and three lessons long in time	
trialling the components of the outcome	Ongoing testing of the bits that you make throughout development	
testing that the digital technologies outcome functions as intended	Public testing of the game at the end of each sprint	
addressing relevant implications.	Last section- game meets all implications: legal, moral, copyright, health, usability etc	
Merit		
effectively using project management tools and techniques to manage development, feedback and/or collaborative processes	Good use of project management	
effectively trialling multiple components and/or techniques	Good testing as you go and good reviews at end of sprint	
effectively using information from testing and trialling to improve the functionality of the digital technologies outcome.	The game got better and you identify several examples of how it did that due to public sprint testing.	
Excellence		
synthesising information gained from the planning, testing and trialling of components	Great end of sprint reviews helps you to identify and fix issues with great testing	
discussing how this information led to the development of a high-quality digital technologies outcome.	In depth end of sprint reviews and a brilliant final outcome as a result.	

AS91903 – Use complex techniques to develop a digital media outcome

Credits: 4 (Internal)
NZQA: https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2019/as91903.pdf

Achieved	Evidence	
applying appropriate tools and techniques to meet the purpose and end users requirements	Make a game using Godot/Unity/C#/Blender/Inkscape/ASESprite etc	
applying appropriate data integrity and testing procedures	Deliver and test at the end of each sprint	
Applying user experience principles relevant to the purpose of the outcome	Follow game conventions, usability and MDA in the design	
addressing relevant implications.	It meets relevant implications	
Merit		
using information from testing procedures to improve the quality of the outcome	Evidence of testing could be a google form results, written user feedback etc. And the game should be better as a result	
applying user experience principles to improve the quality of the digital media outcome.	Game is better because it uses common conventions, is usable (HCI) and meets some of the intended aesthetics from the MDA in design	
Excellence		
iterative improvement throughout the design, development and testing process to produce a high-quality outcome	Good record of improvement. Evidence in the versions at the end of each sprint. Needs to be a polished outcome.	
using efficient tools and techniques in the outcome's production.	Good use of planning tools, content creation software software and game engine	

AS91611 - Develop a prototype considering fitness for purpose in the broadest sense (optional)

Domain: Technology / Generic
Credits: 6 (Internal)
NZQA: https://www.nzqa.govt.nz/nqfdocs/ncea-resource/achievements/2019/as91611.pdf

Criteria	Evidence	
consider the context when determining the suitability of materials and/or components, and of practical techniques and processes	In depth "decisions" section	
select suitable materials and/or components; tools and equipment; and apply techniques and processes to make the prototype	Select and use the right software tools and techniques within the software	
use results from testing and stakeholder feedback to inform the making and trialling of the prototype	Feedback is used to help make the game better. Evidence in end-of-sprint testing reviews.	
prototype to gain specific evidence of fitness for purpose	Deliver at the end of each sprint	
explain any decisions to accept and/or modify the prototype based on a judgement against the brief.	Explain specific decisions as a result of end of sprint testing	
Merit		
evaluate the way the combination of selected materials and/or components and practical techniques and processes work together to ensure their effectiveness in making a prototype.	Evidence in the quality of the end of sprint reviews. Specific examples of things you have done to make your game better and why it made the game better.	
Excellence		
synthesise evidence from ongoing testing (included prototyping) and stakeholder feedback to optimise the prototype and justify the prototype's fitness for purpose against the brief.	Really in depth final review justifying decisions based on feedback and the things you found out from testing. Ending in an awesome game.	