

**ASSESSMENT COVER SHEET**

**SUBJECT: Digital Technologies TOPIC: Flash ActionScript 3.0 Programming Year Level: 10**

**Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: \_\_\_\_\_\_\_\_\_\_\_\_ Date Task Set: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Due Date: \_\_\_\_\_\_\_\_\_\_\_\_\_**

**AC Achievement Standard:**

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| **Task Description: Adventure Game Assignment**In this task, you are to create a choose your own adventure style game in Flash. Your game should have a title screen with a play button which starts your game as well as a character that moves with keyboard input to collect objects and go through doors. |
| **General Capabilities met** | PEDLER7:General Cap:L.pngLiteracy | 🗸 | PEDLER7:General Cap:N.pngNumeracy | 🗸 | PEDLER7:General Cap:ICT.pngICT | 🗸 |
| PEDLER7:General Cap:cc.pngCreative and Critical Thinking | 🗸 | PEDLER7:General Cap:Personal & Social.pngPersonal and SocialCapability |  | PEDLER7:General Cap:EU.pngEthical Understanding |  | PEDLER7:General Cap:Inter Understanding.pngInterculturalUnderstanding |  |
| **Cross-curriculum** **Priorities met** | Aboriginal and Torres Strait Islanders Histories and Culture |  | Asia and Australia’s Engagement with Asia |  | Sustainability | 🗸 |

**Performance Standard / Assessment Criteria**

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|  | ***Design the user experience of a digital system by evaluating alternative designs against criteria including functionality, accessibility, usability, and aesthetics (ACTDIP039)*** | ***Design algorithms represented diagrammatically and in structured English and validate algorithms and programs through tracing and test cases (ACTDIP040)*** | ***Implement modular programs, applying selected algorithms and data structures including using an object-oriented programming language (ACTDIP041)*** |
| **A** | Highly skilled development of a GUI based on user requirements that is functional, aesthetically pleasing and accessible for the end user. | Accurate use of flow charts and pseudocode to create algorithms to achieve outcomes or solve a problem. | Highly skilled development of an efficient and effective solution to a problem using a programming language. |
| **B** | Skilled development of a GUI based on user requirements that is functional. Aesthetically pleasing and accessible for the end user. | Mostly accurate use of flow charts and pseudocode to create algorithms to achieve outcomes or solve a problem. | Skilled development of an efficient and effective solution to a problem using a programming language. |
| **C** | Competent development of a GUI based on user requirements that is functional. Aesthetically pleasing and accessible for the end user. | Generally accurate use of flow charts and pseudocode to create algorithms to achieve outcomes or solve a problem. | Competent development of an efficient and effective solution to a problem using a programming language. |
| **D** | Some development of a GUI based on user requirements that is functional. Aesthetically pleasing and accessible for the end user. | Some basic use of flow charts and pseudocode to create algorithms to achieve outcomes or solve a problem. | Partial development of a basic system using a programming language. |
| **E** | Limited development of a GUI based on user requirements that is functional. Aesthetically pleasing and accessible for the end user. | Limited use of flow charts and pseudocode to create algorithms to achieve outcomes or solve a problem. | Limited development of any elements of a basic system. |
|  Strengths &ideas forimprovement | **TEACHER’S COMMENT** *Teacher Signature : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_* *Date:\_\_\_\_\_\_\_\_\_\_\_* | **FINAL GRADE:** |

**Year 10 Digital Technologies**

**Adventure Game Assignment**

**Task Outline**

You are to create a choose your own adventure style game in Flash using the new skills you have just learnt. Your game should have a title screen with a play button which starts your game.

Your game will need to contain a character which can be moved via the keyboard. The character will need to collect objects (keys) which will then be used to open a choice of doors. Each door will take the user to a different room. The aim will be to find the correct path through the game. If a user takes a wrong door they should be taken back to a previous room.

Before you begin creating in Flash you will need to draw up a storyboard showing each scene/room. You will also need to create a flow chart and pseudocode algorithm showing the main functionality of your game.

Your animation must contain the following:

* Title Screen
* Name of your Game
* Instance of your Character
* Your name
* Play button
* A main character which moves via keyboard input
* Collectable objects “key” that will open doors
* Door objects