INTRODUCTION

Your brief is to design and create a Flash game for teenagers, such as a knight shooting dragons or hangman. The brief has been broken into three main parts:

Part One  Design
This is the foundation stage for brainstorming of ideas, research and data gathering, storyboarding, game design and mapping.

Part Two  Production
This involves the authoring and creation of the game, using Action Script 3.0 and Adobe Flash CS5.

Part Three  Evaluation
This involves evaluating the finished game and the way in which the work was done.
REQUIREMENTS FOR ASSESSMENT

In order to undertake this task you will need to

- Decide the target audience for your game (10 to 15 years old)
- Carefully consider the audience and theme/type of the game
- Manage the time you have been allocated efficiently

To be submitted for assessment purposes:

Part I  Design
1. The digital prototype (using MS PowerPoint)
   - Identifying the target audience, key features for game and the brainstorming processes behind these decisions
   - Listing the application software and hardware required to complete the game
   - Details of information sources to be used
   - Examples of the game design elements displayed visually using MS PowerPoint

Part II  Production
2. A finished game that meets the following requirements:
   - The size is to be no larger then 800 x 600 pixels
   - Include basic instructions to play your game. For example, left arrow moves the knight left and up arrow shoots an arrow.
   - Uses appropriate design and screen elements
   - Includes appropriate sound(s)
   - Includes appropriate background images using layers
   - Shows evidence of image editing, symbol creation and original ideas
   - Graphic elements fit the nature of the game design
   - Displays imagination and continuity of design
   - Correctly acknowledges data selected from other sources
   - Must include both the fla, swf file and sound files.

Part III  Evaluation
3. The evaluation report:
   - Identifying student names and topic
   - Comprehensively completed showing authentic reflective processes.
   - Clear conclusion noting degree to which your project was successful
   - Detailed record of work done showing times and dates (log book). This includes screen shots of your progress throughout the project.
## GUIDELINES FOR MARKING AND FEEDBACK

### GRAPHICS

<table>
<thead>
<tr>
<th>Student name:</th>
<th>Mark</th>
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#### Part one - Design

**5.3.1 justifies the use of a range of relevant and associated materials**

- Digital prototype
  - Identifying the target audience, key features for promotion and the brainstorming processes behind these decisions /4
  - Details of information and graphic(s) sources to be used /4
  - Examples of the game design elements displayed visually using MS PowerPoint /8

**5.3.2 selects and uses appropriate materials for specific applications**

- Digital prototype
  - Listing the application software and hardware required to complete the game /4

#### Teacher comment

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<th>Design Total</th>
<th>/20</th>
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#### Part two - Production

**5.2.2 identifies, selects and competently uses a range of hand and machine tools, equipment and processes to produce quality practical projects**

- Invitation
  - Size is no larger than 800 x 600 pixels /5
  - Includes appropriate background images, sound(s) /7
  - Shows evidence of image editing, symbol creation and instructions /10
  - Graphic elements fit the nature of the game design /5

**5.2.1 applies design principles in the modification, development and production of projects**

- Invitation
  - Is well organized /6
  - Displays imagination and continuity of design /7
  - Included a score, hit count and lives remaining /4
  - Correctly acknowledges data selected from other sources /6
  - Game functions correctly and is age appropriate /10

#### Teacher comment

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#### Part three - Evaluation

**5.6.1 evaluates products in terms of functional, economic, aesthetic and environmental qualities and quality of construction**

- Report
  - Identifying student name and topic /2
  - Comprehensively completed showing authentic reflective processes. /5
  - Clear conclusion noting degree to which your project was successful /5

**5.5.1 applies and transfers acquired knowledge and skills to subsequent learning experiences in a variety of contexts and projects**

- Report
  - Detailed record of work done showing times and dates. This includes screen shots of your progress throughout the project. /8

#### Teacher comment

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<th>Evaluation Total</th>
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## PROJECT TOTAL

/100