

Programming Long-Term Project (Design a computer game) Description

Students will be given the overall scope and requirements for their mid-term projects. Students will work in small teams to go through a complete project life-cycle to produce a complete game.

Standards

IT-PGA-2 Describe the software application life cycle and use a prototype development model to develop applications.

IT-PGA-4 Design, develop, and implement accessible and usable interfaces, and analyze applications for engaging the user.

Expectations

Students are expected to use the skills and concepts learned in the course to design a working game.

Objectives

Understand the requirements for the mid-term project

Understand the three activity steps that will be taken to complete the full project life-cycle.

Solve problems and think critically

Employ effective reading and writing skills

Demonstrate planning and time-management skills

Work as a team to solve problems and resolve conflicts






Demonstrate positive interpersonal skills, e.g., communication, respect, and teamwork

Give and receive constructive feedback

Project Time

The project will take approximately 20 hours to complete.

Rubric

Design Document	The student failed to produce any document. 0 points	Low Partial Credit 5 points	High partial credit. 15 points	The student created a design document. 20 points	
Game Rules	The design document did not contain any information about game rules. 0 points	Low Partial Credit 5 points	High Partial Credit. 15 points	The design document contained complete information about the game rules. 20 points	
Game Mechanics	The design document did not contain any information about game mechanics. 0 points	Low Partial Credit 5 points	High Partial Credit 15 points	The design document contained complete information about game mechanics. 20 points	
Game Components	The design document did not contain any information about game components. 0 points	Low Partial Credit 5 points	High Partial Credit 15 points	The design document contained complete information about game mechanics. 20 points	
Feedback	The student failed to gather feedback on their document. 0 points	Low Partial Credit 5 points	High Partial Credit 15 points	The student gathered feedback and made changes if necessary. 20 points	

Updates

Student groups have completed their games.