

ASPLEY STATE HIGH SCHOOL
YEAR 10 CMP

ASSESSMENT INSTRUMENT – KLIK & PLAY

Name: _____ Teacher: Mrs Hopes
Mrs Ferry

Assignment Issued: Week 2 – Term 4
Due Date: 11 November 2009



Topic: Klik & Play

MARK _____ **/50** **STANDARD** _____

	A	B	C	D	E
+	48-50	38-41½	28-30½	18-21½	8-11½
	45-47½	35-37½	25-27½	15-17½	5-7½
-	42-44½	31-34½	22-24½	12-14½	0-4½

THE TASK:

You must create an original game, using the software package Klik & Play.

YOU ARE REQUIRED TO:

1. Create a game on your own original background scene using a variety of "active objects". Your game must have at least two levels – you can have more, but it is suggested that you make sure your first two levels are working and meet all criteria before beginning work on additional levels.
2. Add all of the below features to your game. Event Editor will be checked for evidence of these features. Tick them off as you have used them.

- | | |
|---|---|
| <input type="checkbox"/> sound effects | <input type="checkbox"/> Introduction screen using text tool |
| <input type="checkbox"/> movement patterns | <input type="checkbox"/> objects that fire, explode or launch |
| <input type="checkbox"/> score object AND/OR lives object | <input type="checkbox"/> adjusting speed of object |
| <input type="checkbox"/> counter object AND/OR use of timer
AND/OR question object | |

3. Your game must include at least FIVE other features to be decided by you. List these features on the table below:

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	

Save your game as a stand alone and copy the stand alone game to submit folder.

MINIMUM STANDARD TO AVOID WORK ETHIC POLICY:

You must submit an attempt at a Klik & Play Game that includes at least the features mentioned at requirement 2 above.

HINTS

- × Play the sample games supplied to learn what the software is capable of producing.
- × Experiment with different options as you create your program.
- × Discuss with your classmates what you are doing and what alternatives they've discovered
- × Use the tutorials
(<http://www.mindtools.tased.edu.au/knp/default.htm>)
- × Save different versions of your assignment, eg *game_1*; *game_2*.
- × Save your work frequently.

Planning Document:

Category	Option	Select	Comments
Challenges	Finding hidden objects	<input type="checkbox"/>	
	Solve puzzles or problems	<input type="checkbox"/>	
	Shoot at targets	<input type="checkbox"/>	
	Escape from or rescue something	<input type="checkbox"/>	
	Fast reactions	<input type="checkbox"/>	
	Mazes	<input type="checkbox"/>	
	Word game	<input type="checkbox"/>	
	Memory challenge	<input type="checkbox"/>	
	Coordination	<input type="checkbox"/>	
	Something else: specify	<input type="checkbox"/>	
	Environment	Underwater	
Caves		<input type="checkbox"/>	
Space		<input type="checkbox"/>	
Castle		<input type="checkbox"/>	
Land of monsters		<input type="checkbox"/>	
School		<input type="checkbox"/>	
Fairground		<input type="checkbox"/>	
Factory		<input type="checkbox"/>	
City		<input type="checkbox"/>	
Forest		<input type="checkbox"/>	
Moonscape		<input type="checkbox"/>	
Village or town		<input type="checkbox"/>	
Ancient city		<input type="checkbox"/>	
Somewhere else: specify		<input type="checkbox"/>	
Characters	Pilot	<input type="checkbox"/>	
	Alien	<input type="checkbox"/>	
	Monsters	<input type="checkbox"/>	
	Dragons	<input type="checkbox"/>	
	Space ships	<input type="checkbox"/>	
	Animals	<input type="checkbox"/>	
	Ghost	<input type="checkbox"/>	
	Witches and wizards	<input type="checkbox"/>	
	Knights	<input type="checkbox"/>	
	Mythical creatures	<input type="checkbox"/>	
	Fantasy creatures	<input type="checkbox"/>	
	Someone else: specify	<input type="checkbox"/>	
Aim			

MARKING SCHEME:

CRITERIA	DESCRIPTION	MARK	
Planning	<ul style="list-style-type: none"> • Planning document created • Finished game matches planning document 	/2	/50
Background	<ul style="list-style-type: none"> • Appropriate to "theme" of game • Original creation • Uses a variety of objects 	/3	
Active objects	<ul style="list-style-type: none"> • Different from demo games • Appropriate to background • Appropriate to "theme" of game 	/3	
Description of game features	<ul style="list-style-type: none"> • Explanation of how the program begins • Objective of the game • Instructions for game play • Description of the features of the game • How the game ends 	/5	
Originality	<ul style="list-style-type: none"> • Original idea for a game 	/1	
Mandatory Features	<ul style="list-style-type: none"> • Included all 9 mandatory features – all features work 	/18	
Additional Features	<ul style="list-style-type: none"> • Included 5 additional features – all features work 	/10	
Sophistication	<ul style="list-style-type: none"> • At least two levels • All levels work • Titles and instructions included onscreen 	/3	
Aesthetics	<ul style="list-style-type: none"> • Attractive, easy to see graphic mix • Attractive, easy to see colour scheme 	/2	
Game play	<ul style="list-style-type: none"> • Operates without bugs • Has a defined finishing point • Aim identified in planning document is evident in game 	/3	