

The lander game task is assessed under criteria D: Evaluating

Assessed task:

You are to produce a lander game:

Design Specification:

1. The game character must move in simulation of gravity and firing thrusters.
2. The objective of the game is for the player to control the game character using the keyboard to fire the thrusters and navigate the game character to a landing site.
3. If the character hits the side or underneath of the landing site there should be a "missed target" message and the game should restart or a game over action should occur.
4. If the character lands on the landing site but is travelling fast there should be a "too fast - crashed" message and the game should restart or a game over action should occur.
5. If the landing is successful the game should go onto the next level or a completed game action should occur.
6. If you can make the landing site only available after a task has been achieved (for example catching objects / avoiding obstacles / shooting objects). This part is up to you.

Achievement level descriptors

Level 1-2	The Student..... describes how the game was tested and states how successful it was
Level 3-4	Describes the results of the testing and relates these to the design specification. Lists which parts of the specification (1 to 6) were achieved and which parts not achieved. Lists possible improvements to the game.
Level 5-6	Describes the method of testing (for example how was game made available and how many people tested it). Outlines how the improvements could be done.
Level 7-8	Includes feedback from testers. Evaluates success of project as a whole. Describes in some detail how improvements could be made.