

The rocket simulator task is assessed under criteria D: Evaluating

Assessed task:

You are to produce a rocket ship simulation project:

Design Specification:

1. The rocket ship must move in realistic way by simulation of firing thrusters.
2. The objective of the game is for the player to control the rocket ship using the keyboard to fire the thrusters and navigate the rocket ship to a docking site.
3. Some of the ideas for extension to the simulation should be attempted.

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, 2 and which parts of 3) 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.