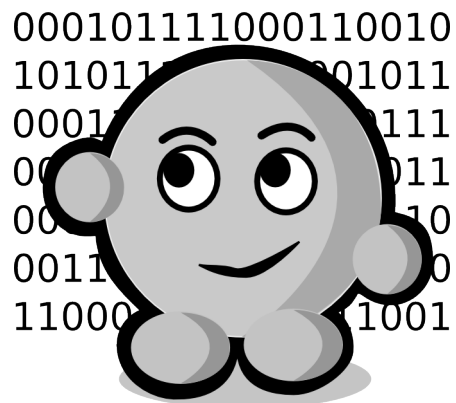


Software Development

Interface design, structure, logic and ...

The Design Process ... again



The Issue

The logical thinking required by programming is a valuable skill that can be used in a wide range of areas beyond computers. Programming can teach you to break large tasks down into smaller, more manageable parts and make decisions. When you combine programming with graphical interface skills you can create programmes that people can interact with.

Conceptual Statement

You are required to design a short interactive story using programming tools and techniques to describe to other students what it is like to be at Hagley Community College.

Specifications

(Things your solution must include)

- At least five points of interaction (ie. 5 choices for the user to make)
- at least one looping element
- at least one conditional statement (eg. if/else)
- at least one background image
- at least one variable
- be built using Scratch (software)

Requirements:

1. **Outline** the story you want to tell as bullet points
2. **Identify** the interactive areas in a simple flow diagram
3. **Sketch ideas** for the general look of the characters and background
4. **Create** the graphics in GIMP
5. **Create** the programme in Scratch
6. **Test** the final programme for functional problems (bugs)
7. Complete a **User Test** with someone else
8. Complete an **evaluation** sheet (digital file)
9. **Hand in** the programme with all the sketches, ideas and evaluation

Progress Report

At the end of each week make short notes about progress made during the week.

ie. what did you complete, any issues that came up and were resolved

Date	Progress Notes

Functional Test Schedule

Once your programme is complete you need to test it to make sure it is fit for purpose. This is **functional** testing.

Use this form to complete and record your testing.

Date	Task	
	The programme runs without errors	<input type="checkbox"/>
	All conditional statements are working correctly	<input type="checkbox"/>
	All the specifications have been included:	
	At least five points of interaction	<input type="checkbox"/>
	at least one looping element	<input type="checkbox"/>
	at least one conditional statement	<input type="checkbox"/>
	at least one background image	<input type="checkbox"/>
	at least one variable	<input type="checkbox"/>
	built using Scratch software	<input type="checkbox"/>

User Test Schedule

Create three tasks the user should be able to complete in your story and then test them with another student

Date	Task	

Signature:

(Sign off that you have completed testing)

How this will be assessed:

Task	Mark
Outline: <ul style="list-style-type: none"> • the initial story is outlined in a list • points where the user can interact 	/ 2 / 1
Concept Sketches: <ul style="list-style-type: none"> • at least 3 ideas for different interfaces are explored including the background and how users will interact with the story 	/ 4
Final programme: <ul style="list-style-type: none"> • based on concept sketches • includes all the specifications • Completed functional test schedule • Completed user test schedule 	/ 2 / 6 / 1 / 2
Evaluation: <ul style="list-style-type: none"> • the evaluation sheet has been completed • progress reports have been made each week 	/ 1 / 1
Total:	/ 20