

ICS3M0-ICS4M0

Culminating Activity 2008-2009

The culminating activity is an opportunity for you to apply what you have learned about web page design, java script and Macromedia Flash. The objective in this assignment is to design a game or game-playing experience for the user. The game should improve on existing games or gaming experiences (if there are any predecessors). More marks will be assigned if the game is original and contains concepts taught this year, especially Flash and Java Script.

Create a web based game that involves interaction with the user.
The game can be text based but should be visual ie. Images
Use Flash to create movement within the game.

The following Rubric will be used to assess your game design.

4	3	2	1
The project meets all of the specifications required and works	The project produces the correct results and displays them correctly. It also meets most of the other specifications. The program works and the code is fairly easy to read.	The project produces correct results but does not display them correctly. The code is readable only by someone who knows what the code is supposed to be doing.	The project produces incorrect results. The code is poorly organized and very difficult to read.
The project was developed in such a way that either all or some of the code can be reused for other projects.	Some of the code could be reused in other programs. The documentation consists of embedded comments and some simple header documentation that is somewhat useful in understanding the code. The project was delivered within the due date.	Some parts of the code could be reused in other programs. (Individual programs) The documentation is simply comments embedded in the code with some simple header comments separating routines. The code was within the due date time line.	The code is not organized for reusability. The documentation is simply comments embedded in the code and does not help the reader understand the code. The code was outside the due date.
The code is efficient without sacrificing readability and understanding.	The code is fairly efficient without sacrificing readability and understanding.	The code is brute force and unnecessarily long.	The code is huge and appears to be patched together.

Trait	4	3	2	1
Specifications	The program meets all of the specifications required and works.	The program produces the correct results and displays them correctly. It also meets most of the other specifications. The program works.	The program produces correct results but does not display them correctly.	The program is producing incorrect results.
Readability	The code is well organized and very easy to follow.	The code is fairly easy to read.	The code is readable only by someone who knows what the code is supposed to be doing.	The code is poorly organized and very difficult to read.
Reusability	The code was developed in such a way that either the whole or some of the supporting classes could be reused.	Some of the code could be reused in other programs (possibly a class).	Some parts of the code could be reused in other programs (individual methods).	The code is not organized for reusability.
Documentation	The documentation clearly explains what the code is accomplishing and how.	The documentation consists of embedded comment and some simple header documentation that is somewhat useful in understanding the code.	The documentation is simply comments embedded in the code with some simple header comments separating routines.	The documentation is simply comments embedded in the code and does not help the reader understand the code.
Delivery	The program was delivered on time.	The program was delivered within a day of the due date.	The code was within 2 days of the due date.	The code was more than 2 days overdue.
Efficiency	The code is efficient without sacrificing readability and understanding.	The code is fairly efficient without sacrificing readability and understanding.	The code is brute force and unnecessarily long.	The code is huge and appears to be patched together.