



10 Industrial Technology - Multimedia

Task 5: Video Game

Due Date: 5 Nov 2025 Week 4B

Distributed: 18 Aug 2025 Week 5A

Weighting: 25%

Task Type: Practical Project

Syllabus Outcome/s: IND5-2, IND5-3, IND5-4, IND5-9

Unit: Games and Simulations

Task Description

This task consists of three parts as outlined below.

PART A - Final Video Game

Your final game should demonstrate the following elements:

- User input and interaction, along with object to object interaction
- Robust and error free
- Scoring/timing
- Intro/Main Menu
- Help Guide/Tutorial (this could be either inbuilt within the game or a separate document)
- Reset/restart option
- Game audio/sound effects
- Unique visuals and graphic elements such as characters, objects or scenery

PART B - Folio

- **Record of Production**
 - Entries for each lesson showing the work you completed, accompanied by screenshots/images to document your progress.

PART C - Updated Folio

- **Time Plan and Finance Plan:**
 - Estimated and actual time plan with a brief evaluation.
 - Estimated and actual finance plan with a brief evaluation.
- **Evaluation**
 - Does your final product match the original idea and discuss any reasons for variations
 - How well you've managed your time throughout the project
 - Feedback from other people (classmates, fellow students, parents etc) on your project
 - Any changes or improvements you would make in future design projects including project management.

NOTE: Your evaluation will be assessed against the Literacy Marking Criteria included in this task.

Glossary of Key Words

These verbs will provide an understanding of the detail needed to successfully answer the questions. Some of the verbs typically associated with these questions include:

- **Demonstrate:** Show by example
- **Evaluate:** Make a judgement based on criteria; determine the value of
- **Justify:** Support an argument or conclusion
- **Produce:** Make or manufacture from individual components
- **Summarise:** Express, concisely, the relevant details

Details of Submission

PART A - Final Video Game

You will need to publish your game as a playable executable and submit this to Moodle, along with a ZIP file of your entire project (in case there are any issues with your published version). Including a MP4 screen recording of the game play showing all assessed game elements.

PART B - Folio

Submit the Record of Production and updated folio provided on Google Classroom by the due date to Moodle.

Teacher Feedback and Student Self-Reflection

The task will be returned to students within **14 days** of the due date. Information on how to improve will be provided through written teacher feedback and the marking criteria. Students can clarify or seek further feedback by speaking with their teacher.

Upon return of the task and teacher feedback, students will also be expected to complete the following self-reflection form, to provide them with the opportunity to reflect on the strength of their performance, as well as areas that have been identified to strengthen in future tasks - <https://forms.gle/s3HD9ueLodeUs2km6>

How does this link to my learning?

This task will allow students to demonstrate their understanding of theoretical concepts, providing students with the opportunity to showcase their knowledge, understanding and skills in

- Demonstrates knowledge and skills in competent use of a variety of software as part of their design projects
- Ability to communicate design ideas using a variety of idea generation tools
- Ability to work collaboratively on a common task, goal or project

Assessment Procedures

Students should be fully aware of the School Assessment Procedures for their year group. These were provided at the beginning of the school year and are available off the school website under the Learning menu for each year group.

Syllabus Outcomes being assessed:

- applies design principles in the modification, development and production of projects **IND5-2**
- identifies, selects and uses a range of hand and machine tools, equipment and processes to produce quality practical projects **IND5-3**
- selects, justifies and uses a range of relevant and associated materials for specific applications **IND5-4**
- describes, analyses and uses a range of current, new and emerging technologies and their various applications **IND5-9**

Marking Criteria

Part A - Final Video Game				
CRITERIA	1	2	3	4
Playability	Game submitted doesn't load correctly	Game loads but is very buggy and difficult to play	Game loads and is generally bug free.	Submitted game loads with no issues and plays without any bugs
User interaction	User is unable to interact with the game	User interaction is clunky and difficult to use	User interaction is smooth	User interaction is smooth and intuitive helping to immerse player in the game
Object interaction	Objects don't interact with each other	Object to object interaction is clunky and buggy	Object to object interaction is generally smooth with only minor bugs	Object to object interaction is smooth and works without any bugs
Intro/Main Menu	Simple menu provided with unintuitive navigation	Smooth intro to game provided with no menu present	Smooth intro to game with a basic menu provided	Smooth intro to game and easy to use menu provided
Help Guide	Simple external help guide provided	Detailed external help guide provided	Simple internal help guide included within the game	Detailed internal help guide included within the game
Scoring & Restart	Game needs to be fully closed to restart. No scoring/timing is visible	Game can be restarted with some difficulty, with score/time visible	Game score/time is easily visible and restarting the game is easy for the user	
Audio	Limited attempt at including audio within the game	Basic attempt at including audio within game	Some high quality audio included within game	Appropriate, high quality audio included within game
Graphics	No original graphics included	Basic attempt at including custom graphics within game	High quality graphics included within game	High quality original graphics, appropriate format included seamlessly within game
				SUBTOTAL / 31

Part B - Record of Production					
CRITERIA	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10
Record of Production	Provides an elementary or incomplete record of production	Record of production provided showing some documentation of project development	Outlines the management of the project with some entries including some screenshots provided and outlines the management of the project	Describes the management of the project with the inclusion of screenshots provided and describes the management of the project	Detailed Record of Production provided with a clear and detailed description and dated entries including screenshots provided
					SUBTOTAL / 10

Part C - Updated Folio

CRITERIA	1	2	3	4	5
Finance and Time Plan	Time plan or finance plan is either inappropriate or not evident	Time plan is without sufficient detail and/or finance plan	Proposes a time plan and/or finance plan	Develops and applies appropriate time plans and finance plan	Develops and applies comprehensive time plans and finance plan
Evaluation	Provides little or no evaluation of the project, no reference to the statement of intent, feedback and future changes.	Provides minimal evaluation of the project, with basic reference to the statement of intent, feedback and future changes.	Satisfactory project evaluation, with some reference to the statement of intent, feedback and future changes.	Provides an evaluation of the project and discusses the project in relation to statement of intent, feedback and future changes.	Provides critical evaluation of the project including statement of intent, feedback and future changes.
				SUBTOTAL	/10

LITERACY CRITERIA

	0	1	2	3	4
Vocabulary <i>Uses technical vocabulary to explain concepts and/or range of precise and appropriate words for effect</i>	Very limited response. Few content words used.	Only simple words are used.	Some precise and technical words are used.	Sustained use of precise and technical words.	Sustained, consistent and fluent use of precise and technical words.
Punctuation <i>Use of correct and appropriate sentence and other punctuation for effect, and to aid in reading of the text</i>	No evidence of correct sentence punctuation.	Sentence punctuation is correctly used in at least one place - <i>one sentence is punctuated correctly.</i>	Some correct sentence level punctuation (at least 50%). May attempt other punctuation where it is required.	Mostly correct sentence level punctuation (80%) and at least two correct examples of other punctuation.	Writing contains accurate use of all applicable punctuation.
Sentences & Cohesion <i>The intentional construction of a variety of sentences to match purpose and audience, and the control of multiple sentence threads across the whole text.</i>	No clear evidence of sentences: a list of words OR text fragments.	At least one sentence is used correctly. Some meaning can be construed from the text.	Some correct formation of sentences. Mainly uses simple and compound sentences, but may attempt more complex structures.	Most sentences are correct. Range of sentence types and connectives are evident, but with varied effectiveness.	All sentences are correct, effective and controlled, and include a range of sentence types and connectives (complex sentences and other sophisticated structures)
Paragraphs <i>Paragraphs are used to effectively structure information and partition events and ideas</i>	No correct use of paragraphing; may be a block of text or random breaks.	Ideas are separated; paragraphs may contain some unrelated ideas.	At least ONE paragraph is well structured and develops an idea	Writing is organised into paragraphs that assist the reader to digest chunks of the text, but may not be linked or executed effectively.	All components of the paragraphs are evident and paragraphing is consistent and well-developed across the whole text.
Text Structure <i>Uses features of the appropriate text type</i>	No evidence of the structural features of the appropriate text type. <i>No attempt to write in the appropriate text type and/or response is off task.</i>	Minimal evidence of the structural features - <i>1 component evident</i> - of the appropriate text type.	Some evidence of the structural features - <i>2 components evident</i> - of the appropriate text type.	Substantial evidence of the structural features - <i>all components evident but there may be some lapses</i> - of the appropriate text type.	Coherent and controlled use of all the appropriate structural features of the text type.
	Level of response is well below syllabus expectation	Level of response is below syllabus expectation	Level of response is equivalent to syllabus expectation	Level of response is above syllabus expectation	Level of response is well above syllabus expectation
TOTAL					/ 4
OVERALL TOTAL					/ 55