

Criteria	To achieve the criteria the evidence must show that the student is able to:	Tick if met		Page numbers
P1	Explain the impact of computer games on society			
P2	Describe different types of computer game			
P3	Produce a design for a computer game for a given specification			
P4	Develop a computer game for a given specification			
P5	Follow a test strategy to test and debug a computer game			
P6	Produce user documentation for a computer game			
P7	Produce technical documentation for a computer game			
M1	Determine appropriate data types for a computer game and show how they are declared			
M2	Use appropriate selection and iteration methods for a computer game			
M3	Use a variety of testing tools			
M4	Suggest improvements to a computer game following user feedback			
D1	Examine the psychological effects of computer gaming on individuals and society			
D2	Explain how the structure and design of a game can assist in maintenance and capacity for extension			
Assessor: George Dong		Grade:		
Signature:		Date		