|  |
| --- |
| JavaScript Game Coding |

[Enter school name.]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Unit | Esports Game Coding | Year | Year 8 | Term | 2 |

|  |  |  |  |
| --- | --- | --- | --- |
| Student | [Enter student name.] | Teacher | [Enter teacher name.] |
| Learning area | Technologies | Subject | Digital Technologies |
| Technique | Examination | | |
| Conditions | * Individual * Closed book * 60 Minutes * No calculator | | |
| Task description | | | |
| ​​ This term you have taken the role of a game coder, looking at the programming skills someone needs to produce an esports game. You now understand how to trace algorithms, build flowcharts and write JavaScript code. You will put your skills to the test in this exam. | | | |
| Task instructions | | | |
| To complete this task, you must:   * Answer Question 1 – 4 which require you to trace algorithms to identify the output result * Answer Question 5 which requires you to design an algorithm, using flowcharts, to solve an identified Esports game problem * Answer Question 6 – 10 which require you to identify errors and write the correct JavaScript to fix the code. | | | |
| Checkpoints N/A | | | |
| Due date | | | |
| [Enter a date from the dropdown calendar.] | | | |
| Authentication strategies | | | |
|  | | | |
| * Your teacher will observe you completing work in class. | | | |
| * Your teacher will check your submitted work is your own, e.g. using academic integrity software. | | | |

[](https://www.qcaa.qld.edu.au/copyright) © State of Queensland (QCAA) 2022

**Licence:** <https://creativecommons.org/licenses/by/4.0> **| Copyright notice:** [www.qcaa.qld.edu.au/copyright](https://www.qcaa.qld.edu.au/copyright) —   
lists the full terms and conditions, which specify certain exceptions to the licence. **|   
Attribution** (include the link): © State of Queensland ([QCAA](https://www.qcaa.qld.edu.au/copyright)) 2022 [www.qcaa.qld.edu.au/copyright](https://www.qcaa.qld.edu.au/copyright).

**Task: Esports Game Coding**

**Purpose of assessment:** Students will answer a series of short-response questions to challenge their ability to write in a general-purpose programming language. They will trace algorithms and use flowcharts to communicate ideas.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | **A** | **B** | **C** | **D** | **E** |
| Processes and Production Skills | Generating and  designing | * Proficient design and tracing of algorithms | * Effective design and tracing of algorithms | * design and tracing of algorithms | * guided design and/or tracing of algorithms | * directed design and/or tracing of algorithms |
| Producing and  implementing | * Proficient implementation of algorithms in a general purpose programming language | * effective implementation of algorithms in a general purpose programming language | * implementation of algorithms in a general purpose programming language | * partial implementation of algorithms in a general purpose programming language | * directed implementation of algorithms |

Feedback: [Insert feedback about the quality of evidence the student response demonstrates in relation to aspects of the achievement standard being assessed]

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_