


Advanced Multimedia Project 2 Prototype Submission

Practical Class: _____ Matric No: _____

Name: _____ Category: Digital Book / Game

Project Title _____ UID Subject Matter: _____

Please bring your **prototype report (spiral bound)** and this **marking scheme**.
Please show your lecturer a working **source file (*.fla)** of the digital book / game.
For digital book category, please bring the **hardcopy book** you intend to cover.

 **If a student cannot show a working game skeleton during the presentation, he/she will be asked to select the digital book category.**

	Exce	Good	Pass	Poor	V.P
1. Interface Design - User-friendless / Attention to details - Screen Layout – proper placement of elements; image quality	2	1.5	1	0.5	0
2a. Must-have features for the Interactive game - Game skeleton that satisfy the basic game rules - Interactivity – appropriate use of mouse, keyboard - Explanation – student can explain program (code) structure 2b. Must-have features for the Digital Book - Navigation structure, design concept - Sufficient “pages” of book content. (25% of the content) - Explanation – student can explain the flash file structure	4	3	2	1	0
3. Good Programming Practice - Well tested - No fatal error - Bug-free; Minimal or zero logic errors - Good in-line comments - Digital book students can only score a maximum of 1 mark (unless they use substantial amount of ActionScript Codes)	3	2.25	1.5	0.75	0
4. Introduction, game rules / digital book requirements Overview, goals, target audience and game rules / requirements	1	0.75	0.5	0.25	0
5. Informal Design - Identifies major and sub tasks of project requirement / specification. At least one level of subtask is expected. - Demonstrate comprehension of the logical tasks of the project.	2	1.5	1	0.5	0
6. Storyboarding - Adequate sketches to illustrate visual plan; shows navigation, include scene numbers.	2	1.5	1	0.5	0
7. Project Timeline, Appendices	1	0.75	0.5	0.25	0
Penalty/Report – No Spiral Bound (-1) Penalty/Game - Wrong game title (-50%) Penalty/UID – Did not related to UID subject matter (-30%) Penalty/Book - Did not bring hardcopy storybook (or did not have enough pictures in the book) (- 2)					
Penalty (game) – Cannot show a working game skeleton, select a digital book title for final submission NOW.	Digital Book? YES / NO				
Penalty – late submission	- %				
Total (15%)					