A Project Approach to Delivery: eCommerce Game Platform

The learner version of the Project Brief is available from http://www.ocr.org.uk/qualifications/vocational-education-and-skills/cambridge-technicals-it-level-3-certificate-extended-certificate-introductory-diploma-foundation-diploma-diploma-05838-05842-2016-suite/

For this project, you have been asked to analyse aspects and impacts of developing applications, in context of developing a website encouraging game creation. You will work towards developing an application to utilise key learning when developing a web and game prototype that meets a client's need.

You will use appropriate models in context to application development to:

- Investigate application development models.

- Investigate appropriate game design principles.

- Investigate impact of client needs within application development.

- Investigate impact of web components in web development.

- Design, build and test a web prototype suitable for a gaming audience.

- Design, build and test a game prototype suitable for a gaming audience.

- Evaluate appropriate prototypes in relation to clients' needs.

You will benefit from collaborating within a team for the investigation, tasks, principles and components pertinent to the development of applications (with evidence of the contribution of team members). This is so that you can successfully gain the wider knowledge, understanding and skills required to later complete the assignment tasks that support the Application Developer pathway.

The Application Developer pathway introduces the design, creation and testing skills that are fundamental to the creation of a prototype. These must suit user's needs which can only be successful when the users are involved in the creation of a prototype. The product must have a purpose that can be measured against success criteria.

With the wide access to open source software, you can access a range of platforms to create applications that can be published and viewed on a range of devices. The purpose of the project is to create a web prototype that focuses on one of the fastest growing application sector, gaming.

As part of this project, you could work towards the creation of a game that could be entered into The YGD (Young Game Designer) BAFTA. See http://ygd.bafta.org/competition for more details.

You may wish to investigate websites that could encourage the sale of games, such as Steam. See http://store.steampowered.com/ for more details.

The outputs from this project could support a competition entry to YGD BAFTA or the development of games to be distributed on app stores, such as Steam. You would gain insightful skills to develop these games, including the production of a functional specification that covers a review on how the client's needs could be met, using a range of design techniques that support the build of the web and game prototypes. This would include client user requirements, programming techniques and presenting design ideas to stakeholders, which will be encouraged as group work activities to further enhance your verbal communication skills. You will be able to evaluate how the application testing is pertinent to how the client's needs have been met.

Within the activities you will complete within the six Modules, you will have the opportunity to do extended research in relation to the topics to ensure a deeper understanding of the topic in question. These will be highlighted as extension activities.

This work can be undertaken as an individual or within a team. If working within a team learners are expected to contribute to each of the areas (and be able to evidence this contribution) in order to gain the experience and knowledge required to successfully complete the Cambridge Technicals in IT Level 3 (Application Developer Pathway) units.