

Grade 12 Content List

A rough gridline to marking:

Level 1+2	Level 3	Level 4	Level 4+	Level 4++
Implemented	Useful, but simple implementations.	Critical part of game, complex implementation. Part of the given instructions.	Complex implementation, not part of given instructions. Coded independently (not with other students and not with Ms. Gorski's help).	Extremely complex. Efficient, elegant solution. Coded independently (not with other students and not with Ms. Gorski's help).

Several of the early levels can add up to higher levels. 4++ only needs to occur once.

15 Puzzle=15, 4Pics1Word=4P, Boggle=B, Hnefatafl=H, Minesweeper=M, Othello=O, Peg Game=PG, Wordle=W

Aim for about 2-3 items. * Indicates Higher Complexity.

		Examples	Your Use	Automatic (if working)
1	Widgets	New Widgets used Sound added		
2	Array Manipulation Neighbour	Extra Grid added (two grids) Clever new game function added independently. 3D Array for Undo. High Scores List		<input type="checkbox"/> 15 – Moves 4 directions <input type="checkbox"/> B – Selects word <input type="checkbox"/> H – Kill opponent <input type="checkbox"/> M – Open, Neighbours <input type="checkbox"/> O&PG – Move 8 directions
3	Sort Swap	Bubblesort, Quicksort used (maybe in High Scores List? Or a Past Players List?)		<input type="checkbox"/> 15 – Swap <input type="checkbox"/> H – Swap to place <input type="checkbox"/> PG - Swap
4	Methods ORATE *	Own method, has parameter Own method, has return type Reusability to set up widgets		
5	Files Search	Save/Open To read in levels		<input type="checkbox"/> B – Dictionary (open only) <input type="checkbox"/> W – Dictionary (open only)
6	Recursion	Binary Search Number generation using recursive methods		<input type="checkbox"/> M – Open <input type="checkbox"/> B&W – If switch dictionary search to recursive
7	String	Length, charAt, indexOf, toUpperCase, trim		<input type="checkbox"/> 4 – TextField <input type="checkbox"/> B – Building Word <input type="checkbox"/> W – Answer Check
8	Objects *	Creation of an Object Dice or Word or Answer or Hint		<input type="checkbox"/> 4 – word <input type="checkbox"/> W - word
9	ADTs **	Using Stack or Queue		
10	Android ***	Intents used Android widgets used		