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2

91899



Mana Tohu Mātauranga o Aotearoa
New Zealand Qualifications Authority

COMMON ASSESSMENT TASK

Level 2 Digital Technologies and
Hangarau Matihiko 2025

91899 Present a summary of developing
a digital outcome

Credits: Three

Achievement	Achievement with Merit	Achievement with Excellence
Present a summary of developing a digital outcome.	Present an in-depth summary of developing a digital outcome.	Present a comprehensive summary of developing a digital outcome.

Type your School Code and 9-digit National Student Number (NSN) into the space below. (If your NSN has 10 digits, omit the leading zero.) It should look like '123-123456789-91899'.

SchoolCode-YourNSN-91899

Answer ALL parts of the assessment task in this document.

The only resources you may access during this assessment are the **three .jpg or .png images** you have prepared in advance. Access to your digital outcome, online or paper resources, and the Internet, is not permitted.

You should aim to write **800–1,500 words** in total. Work in excess of this length will not count towards assessment.

Your answers should be presented in 12pt Times New Roman font within the expanding text boxes.

Save your finished work as a PDF file with the file name used in the box above ('SchoolCode-YourNSN-91899.pdf').

By saving your work at the end of the assessment, you are declaring that this work is your own. NZQA may sample your work to ensure that this is the case.

Achievement

TOTAL 03

INSTRUCTIONS

The task in this assessment requires you to discuss a digital outcome you have developed within the past 12 months.

You must illustrate your answers with three images you have prepared in advance:

- a single image of the digital outcome (e.g. a website, a poster, an electronic device)
- a single sample image showing a relevant digital component of the outcome in the software used to create it
- a single image of the development process.

During this assessment, you may access only the three .jpg or .png images you have prepared in advance. Access to your digital outcome, online or paper resources, other Word or PDF documents, and the Internet, is not permitted.

If you developed your digital outcome as part of a group, you must write about your role and specific contributions to the project.

Read all parts of the task before you begin. Do not repeat your response in different parts of the task.

Candidates must complete their assessments individually under teacher supervision, in accordance with the NCEA Assessment and Examination Rules and Procedures. The material submitted for assessment must be the candidate's own work.

Schools, teachers, and candidates are not permitted to share or discuss the assessment or their assessment responses with any other schools, teachers, or candidates until after the final date for submission (12 September 2025).

The use of chatbots, generative AI, paraphrasing tools, or other tools that can automatically generate content is not permitted and material generated by these tools must not be submitted as part of the candidate's work.

(Assessment Specifications, NZQA 2025)

ASSESSMENT TASK

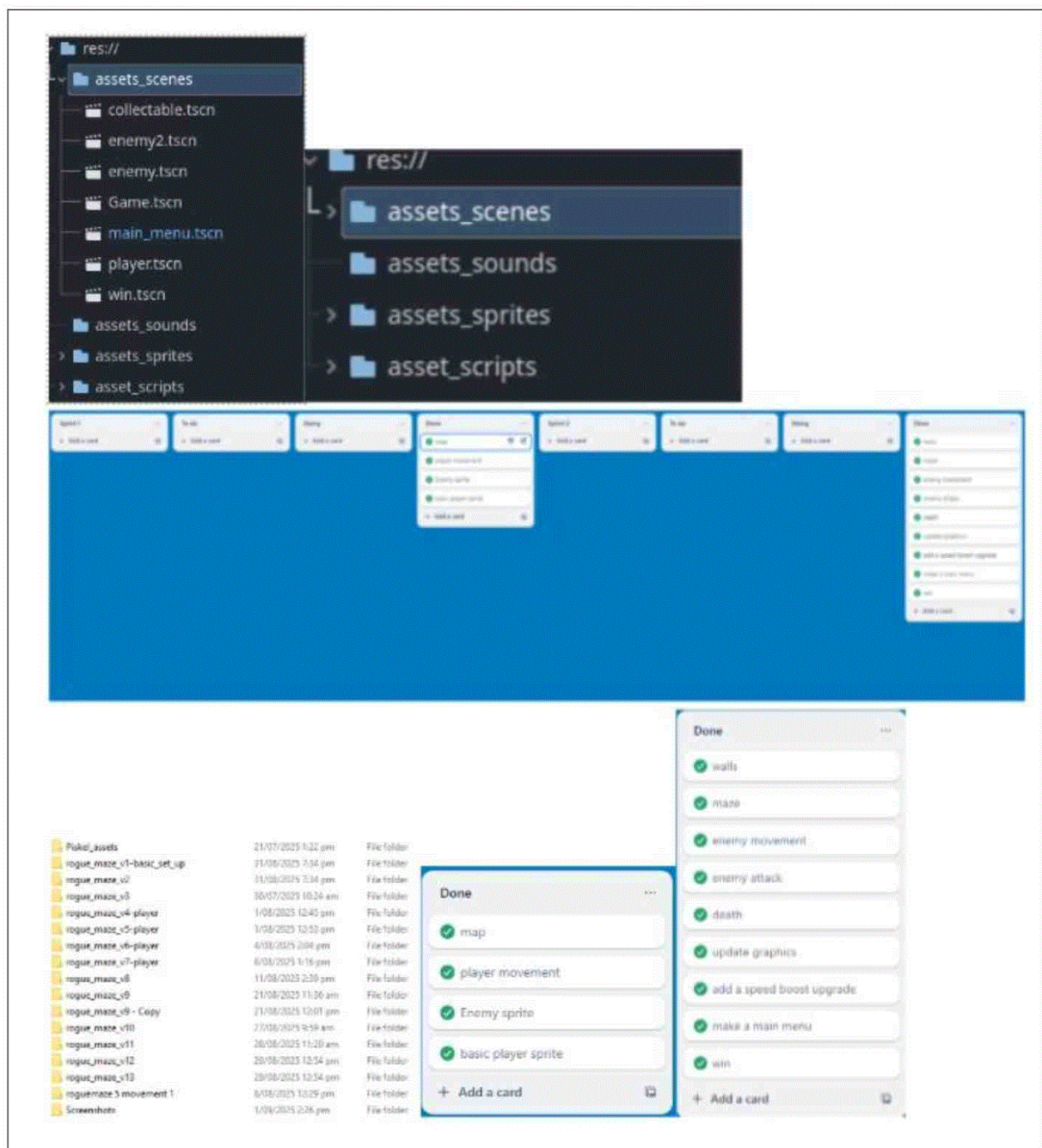
Name the type of digital outcome you created – e.g. website, app, magazine, animation, etc.

I made a Video game

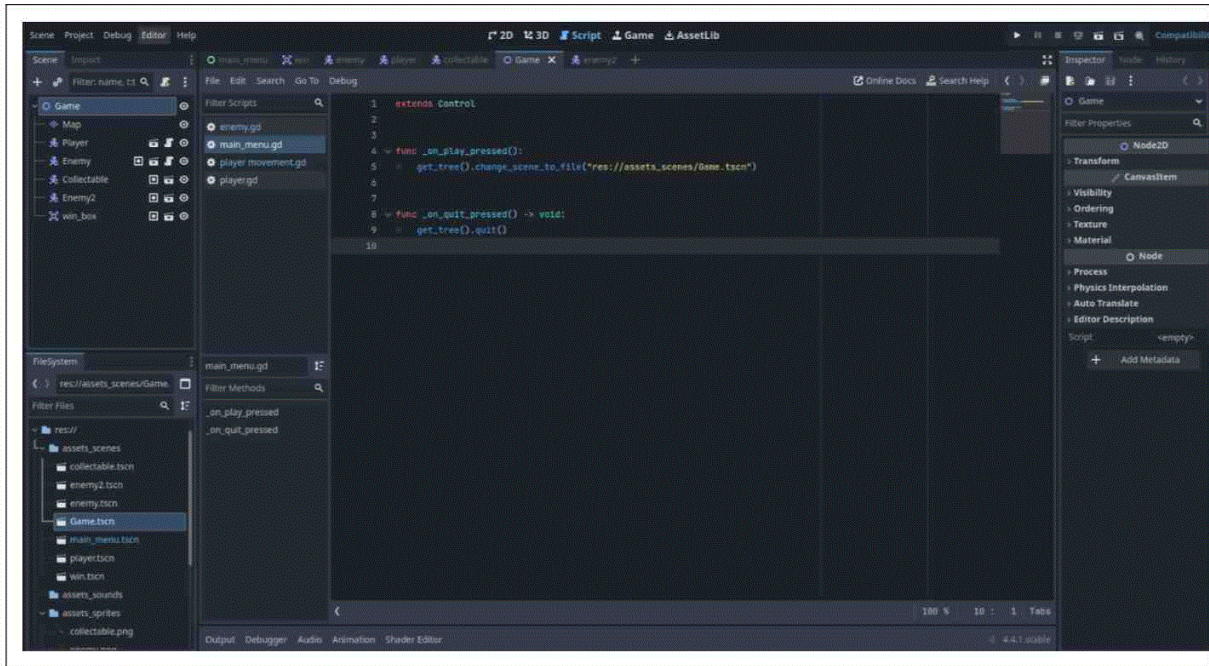
Name the main software you used to develop the digital component of your outcome.

I used Godot

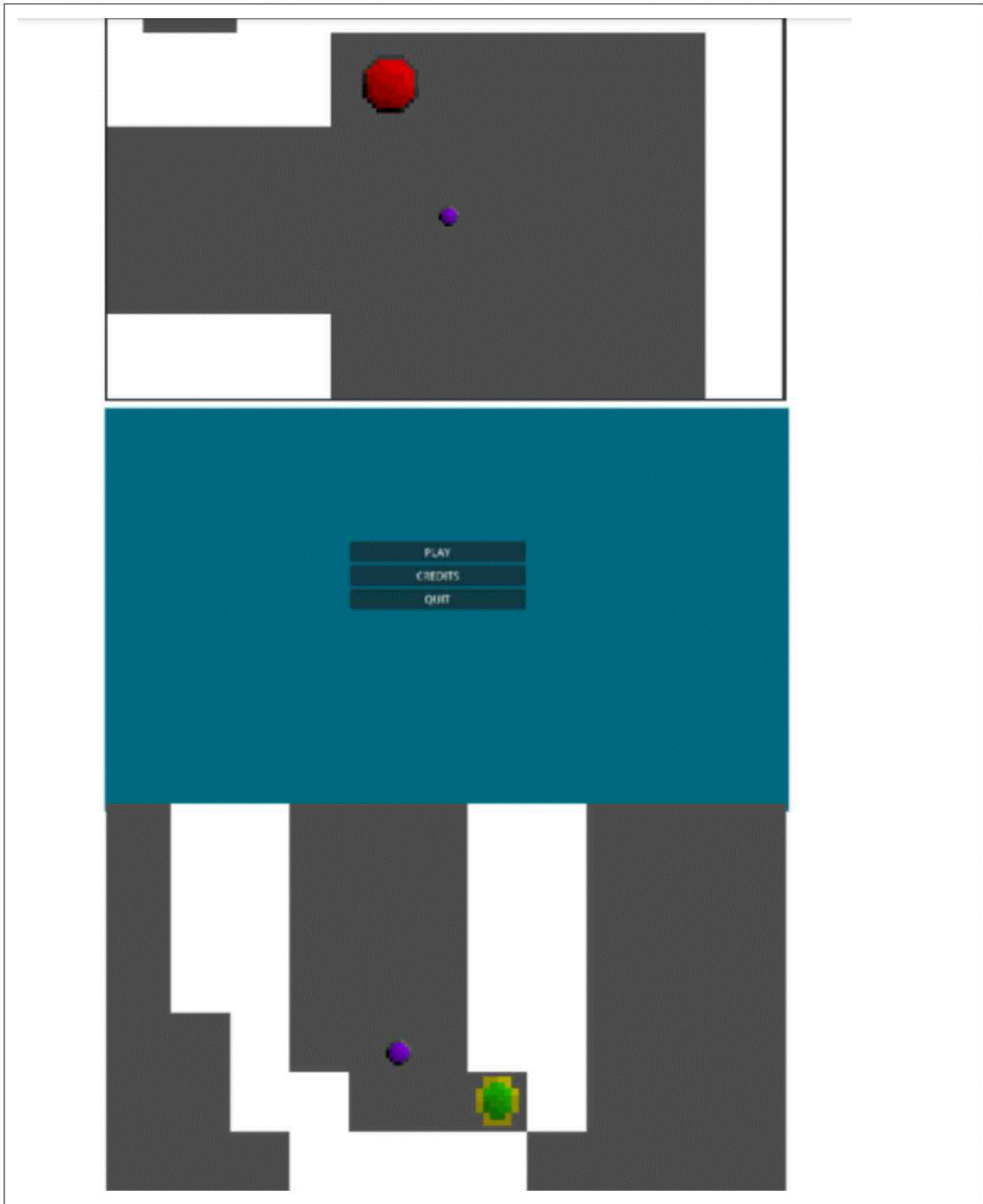
Insert the image of your development process that you have prepared.



Insert the image you have prepared of a digital component of your outcome, from the software used to create it.



Insert the image you have prepared of your finished outcome (what the end user sees).



Digital outcome and decisions

- (a) (i) Describe the digital outcome you developed. In your answer, explain its purpose, key features, and the target audience.

I developed a 1 player, roguelike, 2d, maze game, the goal is to make it through the maze without dieing to an enemy in order to win. the game resets if you die meaning you lost all progression. The purpose was to get players familiar with the mechanics of roguelike games. The target audience of the game is new players to roguelikes that aren't familiar with the common mechanics as well as veteran roguelike players who might want a more simplistic roguelike game to play every now and again for a little bit of fun.

- (ii) In the two boxes below, explain the decisions you made during the development process, relating to testing and trialling with particular people or groups **and** subject matter experts you worked with. Explain why they were relevant.

Testing and trialling with particular people or groups:

I tested and trailed my game with a friend of mine named [REDACTED] he liked and approved of the project and gave me feedback on stuff he wanted me to add or improve. This is relevant because until I had explained it to him, he didn't even know what a roguelike was, despite being a gamer. he was part of the target audience of my game, since he approved I knew the game was worth continuing to produce and develop.

I tested with another friend [REDACTED] who briefly play tested in early development, we discussed enemies and movement its relevant because he has developed games in the past and so I was able to implement tips and avoid problems I would have not nown about beforehand

Subject matter experts you worked with:

I worked with my brother [REDACTED] who is a big roguelike fan and an expert on the common mechanics in roguelikes. he told me about mechanics I needed to add that were common in many roguelikes this allowed me to gain knowledge from a trusted source on the topic that wasn't online

I had a brief chat to [REDACTED] who is a game developer for big companys on how he organises his game sprites, scenes, and scripts. This gave me valuable information on key ways to organise my game.

Requirements and implications

- (b) (i) Identify a requirement that relates to aesthetics, functionality, or usability.

I had to have an aesthetic similar to old retro games

- (ii) Discuss how your digital outcome addressed the requirement stated in (i) above, and explain in detail what you needed to consider while developing, to meet the implication of aesthetics, functionality, or usability.

I made the assets for my game by making pixel art in piskel, I did this because many old games had a pixelated art style so taking inspiration from it allowed me to capture the same vibe as retro games, I also made the map quite undetailed as to emulate old games using simplistic backgrounds. It was important I considered how the users would find the looks of the game and the possibility they'd not play it as they found it unpleasing to look at, so I made the sprites more detailed pixel art then the map meaning it would still be aesthetically pleasing and keep a retro vibe to it while allowing the enemies and player and collectibles to stand out.

- (iii) Identify a requirement that relates to cultural, ethical, sustainability, or future-proofing issues.

I used version control as future proofing for my game

- (iv) Explain how you balanced the requirement stated in (iii) above with the consideration of cultural, ethical, sustainability, or future-proofing implications. Discuss the trade-offs you had to make, and how you decided what was most important.

using version control allowed me to not worry about my work being lost to a mistake while coding In exchange for having all my work backed up it meant id have to use a signifcent amount of time into creating the copy importing it into Godot and then changing the name so it was the next version everytime I made progress. I decided that ensuring my work was accessible and couldn't be lost or destroyed accidentally was way more important then losing some time to work on the project. I decided this because I messed up multiple times and had to go to an older version meaning if id just focused on progressing and not backing up I'd have lost a lot of stuff. This allowed me to ensure the future of my game was almost never set back to far.

Evaluation

In part (c) below, you can refer to decisions, requirements, and challenges that have not been discussed in previous parts of the assessment.

- (c) (i) Reflect on a challenge you faced when trying to meet one of the requirements while developing your outcome. Explain how you addressed this challenge and evaluated the effectiveness of your approach.

My main challenge was lack of experience developing on Godot or as a developer in general, it was hard to know what I could create with my skills at the time and how fast I could create it and what I couldn't create at all. I addressed this by getting advice from classmates and friends as well as searching up tutorials of Godot's mechanics then implementing this advice and functions into my work the best I could such as how to add a tilemap into the game, which was an important part of my game as it was the maze itself. This worked very well and I was able to learn quickly and progress at a reasonable speed.

- (ii) Reflect on a decision you made that went against advice you received (either given to you personally via feedback, or from online information) while developing your outcome. Discuss how your digital outcome would be different if you had acted on that advice, and whether it would have had a positive or negative impact on the experience of the end user.

I made the decision to ignore the online advice to make the player able to attack and kill enemies, I did this because I felt that if I had the game would be more about killing enemies rather than completing the maze without dying, if I had acted on the advice I would've lost the aspect of avoiding your enemies as players would jump into a fight and kill the enemies for fun, additionally fighting as a mechanic is extremely common and wouldn't need to familiarise anyone on it even new players to roguelikes. I think if I had added it, the impact on the end user would be a negative as they'd possibly just want to find strong enemies rather than focus on the escaping the maze. I think ignoring this advice led to a better healthier game as a whole

Achievement

Subject: Digital Technologies

Standard: 91899

Overall grade: 03

Grade	Marker commentary
A3	<p>The candidate has met the requirement at Achievement level to present a summary of developing a digital outcome by describing the outcome and explaining some decisions made during the development process.</p> <p>The candidate described a single-player 2D maze roguelike game, outlining the overall goal (reach the end without dying), the reset mechanic when the player dies, the purpose (introduce roguelike mechanics), and a target audience that includes both new and experienced roguelike players.</p> <p>The candidate also explained decisions made during development by identifying who they tested / trialled with and which subject matter experts they engaged with. For testing and trialling, they chose a target user unfamiliar with roguelikes to check clarity and usability, and a peer with game development experience to gain early feedback on gameplay elements such as movement, enemies, and potential issues. For subject matter experts, they worked with an experienced roguelike fan to confirm key genre mechanics to include, and consulted a game developer for advice on organising game assets and structure (e.g. sprites, scenes, scripts).</p> <p>While these decisions are relevant, the discussion was brief and was not consistently linked to specific changes or components within the game, which was needed for a higher grade.</p>