

**Subject:** Computer Science

**Course:** OCR A-Level Computer Science

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### Something to Read:

- <https://www.savemyexams.com/a-level/computer-science/ocr/17/revision-notes/>
- <https://www.ocr.org.uk/images/170844-specification-accredited-a-level-gce-computer-science-h446.pdf>

### Something to Watch/Listen:

- <https://www.youtube.com/watch?v=dVi2B7fGVm4>
- <https://www.youtube.com/watch?v=nLfAlCCcpl8>

### Something to Write:

## Research Existing Games

## *Analysis*

- Find **3** games (digital or RL) that already exist that you wish to model yours on / enhance / use for ideas
- Get print screens of these games and annotate (may need to use your phone)
- Highlight and comment on the features about the games (**both the features you want to use and don't want to use**):
  - GUI (score, lives, rounds, etc.)
  - Gameplay
  - Style
  - Characters
  - Movement
  - AI

	Identified some appropriate features to incorporate into their solution.
	Researched the problem looking at existing solutions to similar problems identifying some appropriate features to incorporate into their solution.
	Researched the problem in depth looking at existing solutions to similar problems identifying and describing suitable approaches based on this research.
	Researched the problem in depth looking at existing solutions to similar problems, identifying and justifying suitable approaches based on this research.