

Task 6 Final Submission Instructions

Task 6 Study Session Helper Program - Unit 4 - 20%

Task 6 Final Submission Instructions

What This Submission Is For

Task 6 is assessed through the full Study Session Helper programming project sequence. Your final submission must show the product you designed, the code you built, the testing you completed, and the evaluation you wrote.

Final Product

Your final product must include:

1. a working Study Session Helper Program
2. a clearly defined Year 12 study-session user need
3. a prototype, wireframe or interface plan
4. a working coded MVP
5. variables and suitable data types
6. sequence, selection and iteration
7. validation or error handling
8. pseudocode and/or flow chart evidence
9. a trace table
10. testing evidence
11. validation and iteration evidence
12. final evaluation

What To Submit In The LMS

Submit these items:

1. Evidence document

- File name: `CSCGT_Task6_2026_Surname_FirstName_Evidence.docx`
- This is your main evidence document.
- It must include your design, screenshots, testing, evaluation and acknowledgements.

2. Source code or project file

- File name: `CSCGT_Task6_2026_Surname_FirstName_Source`
- Use the correct file extension for your programming environment.
- If your project uses multiple files, place them in one clearly named folder or compressed file as directed by your teacher.

3. Prototype or design evidence

- Include this inside the evidence document.
- If using Figma or another online tool, paste the share link in the LMS comment box and include screenshots in the evidence document.

4. LMS comment

- Paste any required project link, prototype link or note for your teacher.
- State if there is anything special needed to run your product.

Evidence Document Order

Organise your evidence document in this order:

1. student details and product name
2. Study Session Helper pitch
3. user group and study-session problem statement
4. requirements and success criteria
5. user flow and prototype/wireframe evidence
6. input, processing and output plan
7. data/variable plan
8. pseudocode and/or flow chart
9. source code screenshots or key code sections
10. testing log
11. trace table
12. validation feedback
13. iteration log
14. evaluation and reflection
15. final checklist
16. acknowledgements

Screenshot or Evidence Checklist

Include clear evidence for:

- prototype or wireframe
- program start screen or first interaction
- user input
- normal data test
- boundary data test where relevant
- invalid data test where relevant
- selection logic working
- iteration or repeated use working
- final result or summary output
- source code showing key variables and control structures
- final product running successfully

Acknowledgements

List any:

- tutorials
- websites
- sample code
- assets
- teacher help beyond normal class instruction
- peer help
- AI support

For each item, say what you used it for and what you changed yourself.

Final Check Before Submitting

- ☐ My evidence document is named correctly.
- ☐ My source code or project file is named correctly.
- ☐ My files open on my device.
- ☐ My evidence document includes screenshots in the correct order.

- ☐ My prototype/wireframe evidence is visible.
- ☐ My testing log includes actual results.
- ☐ I have acknowledged external help.
- ☐ I can explain my code if asked.

Important

Do not delete your project files after submitting. Your teacher may need to open the project during marking or moderation.

Prepared for Task 6: Study Session Helper Program.