BOSTES | BOARD OF STUDIES
TEACHING &
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STANDARDS NSW

2014 HIGHER SCHOOL CERTIFICATE
EXAMINATION

Examination

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IDT   WEB.

Instructions

- Write the question number you are answering in this box. ⟹ 26.

- Write the number of this booklet and the total number of booklets that you have used for this question (eg: 1 of 3). ⟹ ☐ of ☐

  this booklet   number of booklets for this question

- Write your Centre Number and Student Number at the top of this page.

- Write in black or blue pen (black is recommended).

- You may ask for an extra writing booklet if you need more space.

- If you have not attempted the question(s), you must still hand in the writing booklet, with 'NOT ATTEMPTED' written clearly on the front cover.

- You may NOT take any writing booklets, used or unused, from the examination room.

Start here.

a) If you are creating online games It would be ridiculous to use paper based documentation for game support. Users would have immidiate access to online documentation, It can also be implimented into the game. Online means it can be edited and issued out to users instantaneosly without printing and sending out copies. In Summary it is more time, $ cost & ~~and~~ efficient and alot more practical for online games.

B) Purchasing images will mean licenses and copywright documents will need to be signed and checked over which can take time and money. If people playing the games use the images illegitametely the small software company can be held responsible and this creates major problems with the on - going use of the

Images.

c). Creating a new website requires testing and specifically for games being on the site major issues can occur without proper procedures. Launching Beta versions of the website can help with bug issues as developers or keen users trial the Beta version. Uploading the website to online tools such as W3G validators can ~~often~~ help establish code, link and image errors. Browser compatibility plays a major role for testing, by simply running the new site on several different browsers such as Chrome, Safari, IE, Opera can define issues with code that doesn't work with particular browsers. Using different OS (operating systems) to test the website can also be helpful in understanding how it functions for different users and to spot any flaws it may have on different OS.

Additional writing space on back page.

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Sometimes even just navigating around the website and ~~paly~~ paying close attention to details such as the way images load or games function are appropriate tests in order to have ~~have~~ the most optimal functionality for your website.

☐ ⇐ Tick this box if you have continued this answer in another writing booklet.

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