

## **Software Development (Discussion summary from a group)**

Title : vocabulary games

### **Guiding questions:**

1. Objective and analysis
  - Consider different target group
  - State purpose clearly, discussion with stakeholder
  - Adv. of using IT over traditional game.
  - Consider number of games, different level of games
  - Consider the attractiveness of the game( show progress or toplist)
  - Analysis of different tools(different programming languages)
  - Search different vocab games in Interent and what are their adv and disadv.
2. Design and Implementation
  - Using flowchart or pseudo-code (adv and disadv.)
  - State the data structure and algorithm used and what are the advantages and limitation (comparing with other structures or algorithm)
  - Include validation
  - Modules required
3. Practical ICT skills
  - State the word processing techniques used
  - State the Internet searching techniques used