
Title: Game Development

Start Date: Monday, 11 February 2013

Assessment Day: Wednesday, 29 May 2013

General description

Students work in teams of artists and programmers to develop a market ready playable game using current industry standard development practices. This module aims to prepare students

for the games industry by creating a simulation of the complete development process from initial pitch through to release of the final game.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- Collaborating with a team to plan and schedule the complete development process within strict time constraints
- Leveraging available tools, skills and current knowledge to generate achievable development goals
- Researching and innovating upon user experience design
- Applying creative problem solving skills to development issues
- Integrating individual work with the established style and standards dictated by the needs of the project
- Working with a team to deliver a complete finished product
- Generating a distribution and marketing strategy that leverages and contributes to the larger development process

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

- Review design and plan development
 - Review and modify original game design document based on industry feedback
 - Create an “art bible” and technical design document
 - Develop a list of all required tasks and identify who is responsible for each task’s completion
 - Create and maintain a production schedule
- Work effectively within a team to develop an industry standard game
 - Leverage personal strengths to contribute to overall development
 - Regularly generate and test builds of the game including all available assets
- Contribute to weekly team meetings to monitor project development and address issues
- Use appropriate asset management and task tracking tools
- Use quality assurance processes to enhance game
 - Generate testing criteria based on user experience as defined in the design doc
 - Regularly test gameplay with a variety of audiences
 - Evaluate results of testing and modify game design as needed
- Evaluate final game
 - Apply results from industry feedback and user testing to enhance the game

Assessable units of competency

M6GD - Game Development Project

Assessment mapping

Review design and plan development:

- *M6GD1* (1.1 – 1.8)

Work effectively within a team:

- *M6GD2* (2.1 – 2.6)

Use quality assurance processes to enhance game:

- *M6GD3* (3.1 – 3.5)

Evaluate final game:

- *M6GD4* (4.1 – 4.2)