

Games/St Leonards

Certificate IV

Unit code	ICTGAM401	Unit name and release number	Produce an interactive game (1)
	ICTGAM402		Identify and apply principles of games design and game playing (1)
	ICTGAM403		Create design documents for interactive games (1)
	ICTGAM407		Write scripts for interactive games (1)

Please note that TAFE NSW is required to retain copies of all completed assessments, where practical, for a *minimum* period of three (3) years (or in accordance with regulatory/licencing requirements) after the completion of a learner's studies. *Refer to procedure to determine the retention period required.*

Assessment Instructions		This is assessment event number 3 of 3
Assessment overview	Create a 3D Tower Defence in Unity3D	
Instructions for Assessment	<p>This is a practical assignment.</p> <p>You must satisfactorily complete the following tasks/activities:</p> <ol style="list-style-type: none"> 1. Read the product description and create a game design document according to it. 2. Create the 3D Tower Defence in Unity3D 3. Add a GUI in the project for the Main menu, Options menu and in-game GUI. 4. Write a script detailing the story and setting of your game. 5. Create a feedback form with 5 questions that you would give to your testers. 6. Write a report and provide screenshots of how production went. 	
Submission instructions	All criteria for each task must be addressed to successfully complete this assessment event. Refer to assessment criteria on the following page.	
What do I need to do to achieve a satisfactory result?	<p>All criteria for each task must be addressed to successfully complete this assessment event.</p> <ol style="list-style-type: none"> 1. Game Design Document(GDD) 2. 3D Tower Defence 3. Script 5. Feedback form. 4. Write a production report. 	
Due date	Time Allowed: 6 Weeks	

Assessment Instructions		This is assessment event number 3 of 3
Assessment feedback, review or appeals	Feedback must be provided to you no later than 10 days after all assessment activities have been conducted.	
	If you want a review of your results or if you have any concerns about your results, you can contact the teacher/assessor or your Head Teacher.	
	You have three weeks from the date you receive your results in which to make an appeal and/or request a review.	
	You should receive a response within ten days of the receipt of the request.	
	Teachers and their Head Teacher will address any appeal in accordance with Assessment Guidelines for TAFE NSW .	

SUBMISSION COVER SHEET AND DECLARATION

Learner number:		Learner name:	
Unit code:	ICTGAM401 ICTGAM402 ICTGAM403 ICTGAM407	Unit name:	Produce an interactive game (1) Identify and apply principles of games design and game playing (1) Create design documents for interactive games (1) Write scripts for interactive games (1)
Assessment event number	3	Assessment title	3D Tower Defence
Learner declaration			
<p>This assignment is my original work and no part of it has been copied from any other source except where due acknowledgement is made.</p> <p>No part of this assignment has been written for me by any other person except where such collaboration has been authorised by the assessor concerned.</p> <p>I understand that plagiarism in the presentation of the work, idea or creation of another person as though it is your own. Plagiarism occurs when the origin of the material used is not appropriately cited. No part of this assignment is plagiarised.</p> <p>I understand that TAFE NSW is required to retain copies of all my completed assessments, where practical, for a period of 3 years (or in accordance with regulatory/licencing requirements) after the completion of my studies</p>			
Learner Signature:			Date:

SPECIFIC TASK INSTRUCTIONS

In the sections below, are the details of the report, major assignment, workplan, reflection, portfolio or other items this assessment task requires, as well as the criteria for satisfactory completion.

Task 1: Create a Game Design Document (GDD)
<p>Following the product description below, create a GDD (Game Design Document) using the template provided.</p> <p>Create a 3D Tower Defence game in Unity3D. A Tower Defence is a type of strategy video game where the goal is to defend a territory or possession by building defences along a path of attack. Typically, the player builds structures that automatically attack, destroy, impede or block enemies.</p> <p>Make sure to include a GUI for the Main menu, Options menu, and Pause UI. These three menus' must be in the game. There must also be an in-game GUI with enough detail to understand the gameplay elements of the game.</p> <p>Include some written narrative for your Tower Defence. On the minimum, this can be some text (at least three sentences) after the player starts a new game that describes the story or setting of your tower defence. This should be expanded in your script.</p>
Task 2: Create the 3D Tower Defence
<p>Create a Tower Defence following the GDD created in Task 1.</p>
Task 3: Create a script detailing the story and settings.
<p>Following industry standards, or using the included template, write a script for your game, as well as a summary and details of the setting that your game takes place in.</p> <p>Use the most appropriate tool for script writing. For example, if your script is relatively linear use a word document, however you may use twine if your game is non-linear.</p>
Task 4: Create a feedback form
<p>Create a feedback form using a tool such as google forms https://docs.google.com/forms or another appropriate tool of your choice. It must cover a variety of aspects of your game that you want to test for. There must be at least 5 questions related to your game.</p>
Task 5: Create a report on the production
<p>Create a report using the template provided of how production went. Include screenshots of your communication with your team to support your report.</p>

Make sure you have written your name on each page of your submission before attaching the cover sheet and submitting to your teacher/assessor for marking