# Assessment task 2

## Technology inventory

You must include **all** hardware and software technologies likely to be required.

|  |  |  |  |
| --- | --- | --- | --- |
| **Hardware** | | **Software** | |
| **1** | Console, Xbox, PlayStation, pc, steam deck, Nentendo switch. | **1** | Game engines, unity, Unreal, O3DE |
| **2** | Controller, switch deck controller, keyboard + mouse | **2** | Script languages, C#, C++, python, Java |
| **3** | Physical Copy of the Game | **3** | Game design software, blender, maya, digital copy of the game. |
|  | 5 separate computers each with at minimum the recommended specifications to run unity. |  | Unity as a game engine. |
|  | A router with internet and ethernet |  | discord for communication purposes. Applications/Websites to download software’s in order to create games/models |
|  | Mobile (Samsung, Apple etc) |  | Calander app for scheduling. |
|  | Mouse |  | Launcher |
|  | laptops |  | Testing |
|  | Charger |  | Special software apps |

Organisation Chart

A diagram of a project manager

AI-generated content may be incorrect.

## Position description - Ahsoka

You must specify at least **two** position descriptions.

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Multimedia developer** |
| **Description:** | | **Designs software and develops multimedia applications by generating animations, graphic images, text, sound, and video. They’re also used for presentations, educational purposes and entertainment products** |
| **Salary:** | | **$75,000 - $109,050 per year** |
| **Hours:** | | **42 hours per week (6 hours per day)** |
| **Location:** | | **Mildura, Victoria** |
| **Reporting to:** | | **Project Manager** |
| **Key responsibilities:** | | |
| **1** | **Designing and developing interactive content (video, audio, animation etc)** | |
| **2** | **Supporting the maintenance and updating of existing multimedia content across various platforms** | |
| **3** | **Working closely with designers, content creators, and other team members to understand project requirements and develop creative visions** | |
| **etc** |  | |
| **Qualifications:** | | |
| **Bachelor’s Degree, VET courses in fields that are related to IT, design or media** | | |
| **Work experience:** | | |
| **IT administrator for one year** | | |
| **Personal qualities:** | | |
| **Creativity, Communication, Teamwork, Attention to Detail** | | |

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Writing/Narrative Designer** |
| **Description:** | | **Focuses on creating a story/plot for every game they develop, focusing on the player’s actions and choices so new dialogue is added for testers to discover.** |
| **Salary:** | | **$100,385** |
| **Hours:** | | **40 hours per week (5.7 hours per day)** |
| **Location:** | | **Mildura, Victoria** |
| **Reporting to:** | | **Project Manager** |
| **Key responsibilities:** | | |
| **1** | **Creating storylines (plot, themes etc)** | |
| **2** | **Writing Dialogue** | |
| **3** | **Designing Character Interactions** | |
| **etc** |  | |
| **Qualifications:** | | |
| **Bachelor’s Degree,** | | |
| **Work experience:** | | |
| **IT Administrator for one year** | | |
| **Personal qualities:** | | |
| **Communication, writing proficiency (Skilled writers), problem solving** | | |

## Position description - Joshua

You must specify at least **two** position descriptions.

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Game tester** |
| **Description:** | | **Someone who plays video games, tests their features, and identifies glitches and bugs before they get released.** |
| **Salary:** | | **$65,000 - $$80,000** |
| **Hours:** | | **40 – 50 hr per week** |
| **Location:** | | **Developer's office** |
| **Reporting to:** | | **Lead tester** |
| **Key responsibilities:** | | |
| **1** | **Identify bugs** | |
| **2** | **Identify glitches** | |
| **3** | **Complete a full play through** | |
| **etc** |  | |
| **Qualifications:** | | |
| **N/A** | | |
| **Work experience:** | | |
| **Experience playing games on different platforms** | | |
| **Personal qualities:** | | |
| **N/A** | | |

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Marketing / PR** |
| **Description:** | | **Marketing and PR generate awareness and positive responses to products, services and businesses.** |
| **Salary:** | | **$78,736 - 148,000** |
| **Hours:** | | **40 – 50hr per week** |
| **Location:** | | **Team office** |
| **Reporting to:** | | **CMO** |
| **Key responsibilities:** | | |
| **1** | **Driving sales** | |
| **2** | **Managing public perception** | |
| **3** | **Building relationships with various stakeholders** | |
| **etc** |  | |
| **Qualifications:** | | |
| **Certificate IV in Marketing and Communication** | | |
| **Work experience:** | | |
| **A degree or higher qualification requires at least one year of post-qualification work experience within the last five years.** | | |
| **Personal qualities:** | | |
| **Has to be able to talk to people.** | | |

Position description - Nguyen

You must specify at least **two** position descriptions.

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Programmer** |
| **Description:** | | **Provide feedback on new game builds, Test competitive balance, Stream gameplay live to a live audience, implement, response the right code for game, problem-solving, report to project manager and testing the code.** |
| **Salary:** | | **80,000 per year** |
| **Hours:** | | **Full-time, 40 hours per week** |
| **Location:** | | **Mildura, Victoria** |
| **Reporting to:** | | **Senior manager** |
| **Key responsibilities:** | | |
| **1** | **Response the right code for game** | |
| **2** | **Implement** | |
| **3** | **Writing, testing** | |
| **etc** | **Maintain and develop software** | |
| **Qualifications:** | | |
| **A Bachelor’s in degree computer engineering** | | |
| **Work experience: Work in A Team (Programmer)- 2 years** | | |
|  | | |
| **Personal qualities: Problem-solving, teamwork skill and communication skill** | | |
|  | | |

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Project manager** |
| **Description:** | | **Ensure that artists and developers, designer meet deadlines and stay on budget.** |
| **Salary:** | | **140,000 per year** |
| **Hours:** | | **Full-time, 39 hours per week** |
| **Location:** | | **Mildura, Victoria** |
| **Reporting to:** | | **Senior manager** |
| **Key responsibilities:** | | |
| **1** | **A crucial role in game development** | |
| **2** | **Project Planning** | |
| **3** | **Executing** | |
| **etc** | **Leading and Motivating the Team** | |
| **Qualifications:** | | |
| **A Bachelor’s in degree Project manager** | | |
| **Work experience: Work in A Team (Project manager)-2 years** | | |
|  | | |
| **Personal qualities: problem-solving, communication, Leading, Motivating** | | |
|  | | |

## Position description - Magic

You must specify at least **two** position descriptions.

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Quality assurance** |
| **Description:** | | **It ensures the game is functioning as intended and helps to improve the player experience.** |
| **Salary:** | | **$70,955 per year (on average)** |
| **Hours:** | | **60hours per week on average** |
| **Location:** | | **Port melbourne** |
| **Reporting to:** | | **Senior manager** |
| **Key responsibilities: Finding, documenting and reporting bugs or problems within the game, task or project.** | | |
| **1** | **: Finding bugs or problems within the task or project.** | |
| **2** | **Documenting, bugs or problems within the task or project.** | |
| **3** | **Reporting, bugs or problems within the task or project.** | |
| **etc** |  | |
| **Qualifications: Certificate 3 of Information technology may be useful.** | | |
|  | | |
| **Work experience:** | | |
| **3 Years working freelance as a Quality insurance provider.** | | |
| **Personal qualities:** | | |
| **Great at finding problems, writing and communication skills.** | | |

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **UI developer** |
| **Description:** | | **Creates user interfaces.** |
| **Salary:** | | **$128,000** |
| **Hours:** | | **40 hours per week** |
| **Location:** | | **Sydney, Australia.** |
| **Reporting to:** | | **Senior UI Developer.** |
| **Key responsibilities:** | | |
| **1** | **Resarching** | |
| **2** | **Designing** | |
| **3** | **Developing** | |
| **etc** |  | |
| **Qualifications: Bachelors degree in Graphics design.** | | |
|  | | |
| **Work experience:** | | |
| **6 months as a Graphics designer** | | |
| **Personal qualities:** | | |
| **Great at art, and working in a team.** | | |

## Position description - Fraser

You must specify at least **two** position descriptions.

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Character designer** |
| **Description:** | | **Designing characters** |
| **Salary:** | | **$80,000 to $100,000 per year** |
| **Hours:** | | **5.7 hours per day, 40 hours a week** |
| **Location:** | | **Design Studios** |
| **Reporting to:** | | **Work** |
| **Key responsibilities:** | | |
| **1** | **Research** | |
| **2** | **Creativity** | |
| **3** | **Storytelling** | |
| **etc** |  | |
| **Qualifications:** | | |
| **Artistic skills** | | |
| **Work experience:** | | |
| **Drawing** | | |
| **Personal qualities:** | | |
| **Creativity** | | |

|  |  |  |
| --- | --- | --- |
| **Job title:** | | **Voice actor** |
| **Description:** | | **Voice over things** |
| **Salary:** | | **$83,000 to $102,000 per year** |
| **Hours:** | | **4-8 hours per day, 28-56 hours a week** |
| **Location:** | | **Home** |
| **Reporting to:** | | **Work** |
| **Key responsibilities:** | | |
| **1** | **Good Pacing** | |
| **2** | **Versatility** | |
| **3** | **Range** | |
| **etc** |  | |
| **Qualifications:** | | |
| **Study acting** | | |
| **Work experience:** | | |
| **At home** | | |
| **Personal qualities:** | | |
| **Range** | | |

## Organisational document - Fraser

You must submit at least **one** policy document.

|  |  |
| --- | --- |
| **Policy title:** | **Data Policy** |
| **Purpose:** | |
| **To guard data that is given.** | |
| **Scope:** | |
| **Data preservation and protection.** | |
| **Definitions:** | |
| **Prioritize protecting other people’s Data.** | |
| **Policy statement:** | |
| **Protect the data that is given.** | |
| **Procedures:** | |
| **Saving data from deletion.** | |
| **Related policies and procedures:** | |
| **Preservation people’s data.** | |

## Organisational document - Ahsoka

You must submit at least **one** policy document.

|  |  |
| --- | --- |
| **Policy title:** | **Equal opportunity policy** |
| **Purpose:** | |
| **To treat everyone that is from different minority groups (Gender, Race, etc) equally and not focus on the differences in each person.** | |
| **Scope:** | |
| **This policy applies to everyone in the organisation regardless of the level of authority** | |
| **Definitions:** | |
| **Ensures that the organisation gives equal opportunities to every employee and bases their choice on knowledge, skill and experience that they possess just so it’s fair on everyone’s behalf** | |
| **Policy statement:** | |
| **All employees must be treated with fairness and respect, no matter who they are** | |
| **Procedures:** | |
| **Depends how badly the individual discriminated against another, they could either be let off with a warning, lose wages, or be brought to court** | |
| **Related policies and procedures:** | |
| **Recruitment Policy,** | |

## Organisational document - Joshua

You must submit at least **one** policy document.

|  |  |
| --- | --- |
| **Policy title:** | **Internet and email policy** |
| **Purpose:** | |
| **This policy outlines how employees may use the organisation's internet and their official email account.** | |
| **Scope:** | |
| **What activities are allowed and prohibited when using company resources for internet access and email communication** | |
| **Definitions:** | |
|  | |
| **Policy statement:** | |
| **The acceptable use of company-provided internet and email access, ensuring responsible and secure usage for business purposes** | |
| **Procedures:** | |
| **The rules and regulation for using company resources for interna and email access.** | |
| **Related policies and procedures:** | |
| **The use of the company’s network and email systems.** | |

## Organisational document - Magic

You must submit at least **one** policy document.

|  |  |
| --- | --- |
| **Policy title:** | **Policy regarding the usage of AI** |
| **Purpose:** | |
| **The purpose of this policy is to outline when it is and isn’t acceptable to use AI within the workplace.** | |
| **Scope:** | |
| **This policy will cover all workplace activities including general duties, work functions, remote work and anything not listed.** | |
| **Definitions:** | |
| **AI means artificial intelligence.** | |
| **Policy statement:** | |
| **Anyone within the organization or a 3rd party working with the organization may use AI at will without providing a reason for doing so.** | |
| **Procedures: To follow this policy you only need to be made aware of it by reading it.** | |
| **To follow this policy you only need to be made aware of it by reading it.** | |
| **Related policies and procedures:** | |
| **Internet usage and Emails policy.** | |
|  | |

## Organisational document - Nguyen

You must submit at least **one** policy document.

|  |  |
| --- | --- |
| **Policy title:** | **Recruitment policy** |
| **Purpose: Ensuring a Consistent and Fair Process, Show guide for new people for an organisation.** | |
|  | |
| **Scope: This includes Identifying needs, Job descriptions and defining roles.** | |
|  | |
| **Definitions: attracting, selecting and interviewing.** | |
|  | |
| **Policy statement: outline proper guidelines on how to hire new people for an organisation and while attracting top talent.** | |
|  | |
| **Procedures: It should candidate experience, background checks, data protection and company values.** | |
|  | |
| **Related policies and procedures: This policy ensures that the entire hiring exercise is fair and gives everyone an opportunity to show case their skills to the recruitment team.** | |
|  | |

Trello

A screenshot of a phone

AI-generated content may be incorrect.

A screenshot of a phone

AI-generated content may be incorrect.A screenshot of a phone

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a phone

AI-generated content may be incorrect.

Teams

A screenshot of a chat

AI-generated content may be incorrect.