# Project Assessment

# Conceptualize and Plan a VR Project

## Criteria

### Unit code, name and release number

BSBCRT512 | Originate and develop concepts

ICTICT517 | Match ICT needs with the strategic direction of the organisation

ICTGAM555 | Analyse business opportunities in the digital games environments

### Qualification/Course code, name and release number

ICT50220 - Diploma of Information Technology

## Student details

### Student number

### Student name

## Assessment declaration

This assessment is my original work and no part of it has been copied from any other source except where due acknowledgement is made.

No part of this assessment has been written for me by any other person except where such collaboration has been authorised by the assessor concerned.

I understand that plagiarism is 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 assessment is plagiarised.

### Student signature and date

Version: 20191028

Date created: 14/09/2019

Date modified: 24/05/2024

For queries, please contact:

SkillsPoint Technology and Business Services

Location Ultimo

© 2019 TAFE NSW, Sydney  
RTO Provider Number 90003 | CRICOS Provider Code: 00591E

This assessment can be found in the: [Learning Bank](https://share.tafensw.edu.au/share/access/searching.do?doc=%3Cxml%2F%3E&in=P7ac4831b-430a-4b8d-8b56-f7b32ed5b9cf&q=&type=standard&sort=rank&dr=AFTER)

The contents in this document is copyright © TAFE NSW 2019, and should not be reproduced without the permission of the TAFE NSW. Information contained in this document is correct at time of printing: 24 May 2024. For current information please refer to our website or your teacher as appropriate.

## Assessment instructions

Table 1 Assessment instructions

| Assessment details | Instructions |
| --- | --- |
| **Assessment overview** | The objective of this assessment is to assess your knowledge and performance to review and interpret the current strategic plan of an organisation and determine any existing gaps in relation to ICT. |
| **Assessment Event number** | 1 of 3 |
| **Instructions for this assessment** | This is a project-based assessment and will be assessing you on your knowledge and performance of the unit.  This assessment is in two parts:   1. Conceptualize game and identify market appeal. 2. Specify requirements for working with VR.   This assessment is supported by the following:   * Observation Checklist * Assessment Feedback |
| **Submission instructions** | On completion of this assessment, you are required to submit your work to your assessor for marking (as instructed by your assessor).  Ensure you have typed your name in the footer of this assessment.  It is important that you keep a copy of all electronic and hardcopy assessments submitted to TAFE and complete the assessment declaration when submitting the assessment. |
| **What do I need to do to achieve a satisfactory result?** | To achieve a satisfactory result for this assessment, all questions must be answered correctly and all items in the Assessment and Observation Checklists must be marked Satisfactory. |
| **What do I need to provide?** | USB Drive or other storage method to save work to, with at least 1Gb of free storage. |
| **Due date and time allowed** | 5th of November  Indicative time to complete assessment: 1 hour. |
| **Assessment feedback, review or appeals** | Appeals are addressed in accordance with Every Students Guide to Assessment. |

## Scenario

Your studio’s next big project is looking to be rather ambitious, as you’re aspiring to utilise unfamiliar technology in the development of a Virtual Reality based game.

You must conceptualize this game, identify its source of market appeal, and establish how your studio will work with the unfamiliar hardware and software.

Your studio’s experience thus far has been exclusively with 2D games. These have been made using Gamemaker, with art assets created in Photoshop.

## Part 1: Conceptualize game and identifying market appeal

**Task 1:** Describe the name and concept of your VR game (premise, gameplay loop etc.)

|  |
| --- |
| TCG vr  it’s a VR game that will translate any trading card game into the VR space to enjoy them and play out your fantasies of playing a card and a giant monster appearing |

**Task 2:** Describe the advantages this game will receive as a VR experience

|  |
| --- |
| It will just be so DAMN COOL |

**Task 3**: Determine the target market/demographic for this game. What are the common desires of these players, and how are these desires met through what the game offers?

|  |
| --- |
| TCG players, magic the gathering, flesh and blood, yo-gi-oh players and card player, like literally all of them would love a TCG VR game. |

**Task 4**: Describe 2 different methods through which you could advertise your game to your target audience.

|  |
| --- |
| Contacting each of the companies and asking for them to make articles on their websites, their players check those regularly, so the target audience are near guaranteed to see it  Social media |

**Task 5**: Create a mock-up social media post (Twitter, Reddit etc.) that showcases the appealing aspects of your game while communicating with the public in an engaging way. Be sure to utilize:

* An engaging caption that will quickly connect with your intended audience.
* A mock-up of an illustration or clip you would include, and what it would showcase from your game.

|  |
| --- |
| Shits good |

## Part 2: Specify Requirements for working with VR

**Task 1:** Detail how you’ll overcome the following problems in the design of your VR game by looking to other VR games:

**What’s stopping the player from cheating by looking through walls?**

|  |
| --- |
| When the head comes in contact with a wall we will simply cut off their vision |

**How is the player able to navigate terrain?**

|  |
| --- |
| teleportation |

**How does the game account for varying player heights?**

|  |
| --- |
| idk |

**Task 2:** Conduct a SWOT analysis in order to analyse the advantages and disadvantages of creating/selling a game based in virtual reality.

|  |  |
| --- | --- |
| Strengths: | Weaknesses: |
|  |  |
| **Opportunities:** | **Threats:** |
|  |  |

**Task 3:** Describe why the current software being used by your team may prove inadequate for the upcoming project (refer back to the scenario.)

|  |
| --- |
|  |

**Task 4:** For your new 3D VR project, detail both the game engine and the art software that you would consider switching to. For each, describe:

* Why it would suit the current VR project.
* The difficulties that would arise from having your staff switch over.
* What you would do to ensure your staff were able to use the new software.

**Game Engine:**

|  |
| --- |
|  |

**Art Software:**

|  |
| --- |
|  |

## Assessment feedback

*NOTE: This section* ***must*** *have the assessor signature and student signature to complete the feedback.*

### Assessment outcome

Satisfactory

Unsatisfactory

### Assessor feedback

Was the assessment event successfully completed?

If no, was the resubmission/re-assessment successfully completed?

Was reasonable adjustment in place for this assessment event?  
*If yes, ensure it is detailed on the assessment document.*

Comments:

### Assessor name, signature and date:

### Student acknowledgement of assessment outcome

Would you like to make any comments about this assessment?

### Student name, signature and date

***NOTE: Make sure you have written your name at the bottom of each page of your submission before attaching the cover sheet and submitting to your assessor for marking.***