Design a game prototype, on provided software. Using the available library, custom objects, and stock material, design a level, using some outdoor and indoor settings. Light the areas, place some custom made entities, implement player controls and an avatar representation; hint at possible game-play ideas and level navigation.

Identify level structures and genres in games

Implement troubleshooting techniques when using game development software

Configure the equipment required to perform the software specific task

Implement physics effects and particle systems

Complete the key elements of development in the production of a game title

Utilise entertainment media technologies to include game engines, game development software libraries, artificial Intelligence and physics engines

Produce content using two dimensional (2D) and three dimensional (3D) game editing to include character creation, control, environment, background definitions, transitions, camera and lighting settings Game Build working correctly on provided equipment, showcasing environment, level structure, character control and game-play elements.