aie
SPECIALIST EDUCATORS IN
GAMES, ANIMATION & FILM VFX

2021 Subject & Assessment Guide

Game Production

ICT30120

Certificate III in Information Technology

Game Development Foundations

academy of interactive entertainment
Sydney Melbourne Canberra Adelaide Lafayette Seattle Online

Table of Contents

Game Production

Units of Competency

The units of competency that are covered in this subject are as follows:

ICTGAM420 - Produce interactive games
BSBXTW301 - Work in a team
ICTSAS305 - Provide ICT advice to clients
BSBITU211 - Produce digital text documents

Assessment processes and competency evidence requirements are described in the *Assessment Criteria* section below. If you have prior or other evidence against competency you should discuss this with your trainer.

Subject Overview

Overall Learning Outcomes

- Prepare and present multiple proposals to address a client's requirements
- Seek feedback and agreement from a client for a proposal
- Work with a team to produce a video game
- Manage the testing of games
- Deliver a video game product to a client's satisfaction

Subject Description

This is the final subject of this course and your chance to design and create your own video game as part of a small team.

The design of the game is up to you and your team, but you will be required to create a design document which you will present to your trainer for their approval before you to commence the project. Your trainer will advise if the game you have chosen is not feasible.

You will need to work effectively with your team in a professional manner to achieve the goals of the project. You will manage and update documentation, produce work and communicate with your team including participating in team meetings. You will complete the project by conducting play-testing, recording the experiences of your play-testers in a test report.

Industry Relevance

This subject engages students to work in teams in studio-like conditions to produce a game project. Students will work through several aspects of an industry development cycle, beginning with pre-production and progressing through to completion and play testing to gather critical feedback. These

phases are important practices within the games and digital industries to ensure the success of a product.

Having the skills to work in a team, making plans, communicating effectively with other team members and bringing projects to completion are all vital skills in professional industry practice.

Assumed Knowledge

- Knowledge of video game development using Unity3D

Learning Components Guide

Your learning in this subject will be achieved through the following components: The study hours may vary.

Learning Component	Duration	Description
Classroom Activity	60 hours	Presentations, group work and tutorials
Individual Skills/Knowledge Development	10 hours	Self-paced practice exercises on effective communication within an ICT environment
Project Work	30 hours	Self-paced project work developing a final game project, using communication tools and effective use of time to develop the game to completion

Assessment Criteria

Assessment Description

Assessment Milestones

Please refer to your Class Schedule for actual dates on your campus

General Description

For this assessment you must work as a group to design and produce a game. (Individual project work will typically not meet the assessment requirements and will only be permitted on a case-by-case basis, upon consultation and negotiation with your trainer and Head of School)

Your team is free to create a game around any genre, either in 2D or 3D. Once your team has discussed and decided on the game to make, you will present your game idea to your trainer for final approval.

Upon approval of your game idea, your team is to produce the following;

- Game Design Document,
- A progress journal (each team member must write their own journal),
- A video game project, and
- A test report

Each deliverable is described in the corresponding sections below.

The Game Design Document

Using the Game Design Document template available on https://aie.instructure.com/, document the design and mechanics of your game.

Each section of this template should be filled out to give a high-level overview of the game you are making.

As part of your documentation you must also complete a schedule. An *Excel* Gantt chart spreadsheet has been provided for you as a template. It is strongly recommended you use this template and include it with your Game Design Document.

***Requirements*:**

Your Game Design Document must, at a minimum, include the following information:

- Game overview
- Core game mechanics
- Target audience
- Online collaboration tools
  Evaluate and select which online tools will be used throughout development (e.g., Trello, Hack 'n' Plan, etc.)
- Testing schedule
  This schedule will specify at what points during development testing will occur.
  This can be included as part of the development schedule (Gantt chart).
- Feedback from peers
- Tasks to be completed for the creation of the game.
  This is your development schedule (Gantt chart).

The Progress Journal

You are to maintain an individual development journal throughout this project. It is recommended you make a new entry at the end of each week, or class.

***Requirements*:**

Each entry should include the following information:

- Task progress
- Issues found during development and how they were resolved
- Feedback gathered throughout the development of the Game Project from peers and results from feedback, i.e. what was changed during the development based on feedback

You may wish to use an online blog or devlog for this part of the assessment. If you do host your journal entries online, you must download or submit screenshots of your entries to submit for this assessment.

The Video Game Project

The video game you create must match (as closely as possible) the video game described in your Game Design Document.

There are no formal requirements for this game project, but you must be able to demonstrate your contribution to the project.

The Test Report

Play testing will occur at multiple times during the project, and can be performed by team members, other learners, or family and friends.

You must schedule at least one play testing session (this needs to be listed in your development schedule), but it is recommended you conduct play testing as often as you can.

For each play testing session, you are to record feedback from your play testers.

At the end of the project, compile all feedback into a single document. You should also include some brief information stating what, if any, action was taken in response to the feedback (i.e., say if you changed the game based on feedback from one of your testers).

Evidence Specifications

This is the specific evidence you must prepare for and present by your assessment milestone to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed in the table below. You may present additional, or other evidence of competency, but this should be as a result of individual negotiation with your trainer.

Your Roles and Responsibilities as a Candidate

- Understand and feel comfortable with the assessment process.
- Know what evidence you must provide to demonstrate competency.
- Take an active part in the assessment process.
- Collect all competency evidence for presentation when required.

This table defines what you need to produce as evidence of competency.

Assessment Tasks & Evidence Descriptions

1. Design Document
Evidence that includes:
• Creation of a game design document for a game project that you will implement. The document must contain:
  ○ Game overview
  ○ Core game mechanics
  ○ Target audience
  ○ Testing schedule
  ○ Feedback from peers
  ○ Online collaboration tools to be used
  ○ Tasks to be completed for the creation of the game (i.e., development

schedule)
2. Completion of the Workplace Ergonomics Exercise Evidence that includes: • Screenshots of operating system settings, third-party applications, or photos of furniture adjustments made during the exercise on *Workplace Ergonomics*, under the topic *Writing Documents*   ○ Evidence material should be collated with a single MS Word document, with a brief explanation detailing what is shown in each image.

3. Maintain Progress
Evidence that includes:
• A progress journal maintained throughout the development of the Game Project in an online format agreed upon by your trainer.
The journal must include:
  ○ Task progress
  ○ Issues found during development and how they were resolved
  ○ Feedback gathered throughout the development of the Game Project from peers and results from feedback, i.e. what was changed during the development based on feedback

4. Game Project
Evidence that includes:
• Successful creation of an interactive game including the following items:
  ○ Completed game in a format that can be executed outside of any IDE or engine
  ○ Source-code and assets for completed playable game
  ○ Demonstrated contribution to the completed game project
  ○ Workplace health & safety processes appropriately followed throughout development

5. Play Testing Evidence that includes: • Play testing conducted with end users or peers • Recorded feedback from playtesting

Assessment Instructions for Candidate

METHOD OF ASSESSMENT

Assessment is a cumulative process which takes place throughout a subject. A 'competent' or 'not yet competent' decision is generally made at the end of a subject. Your assessment will be conducted by an

official AIE qualified assessor. This may be someone other than your trainer. The evidence you must prepare and present is described

above in this assessment criteria document. This evidence has been mapped to the units of competency listed at the beginning of this document. Assessments will be conducted on a specific milestone recorded above in this assessment guide document.

ASSESSMENT CONDITIONS

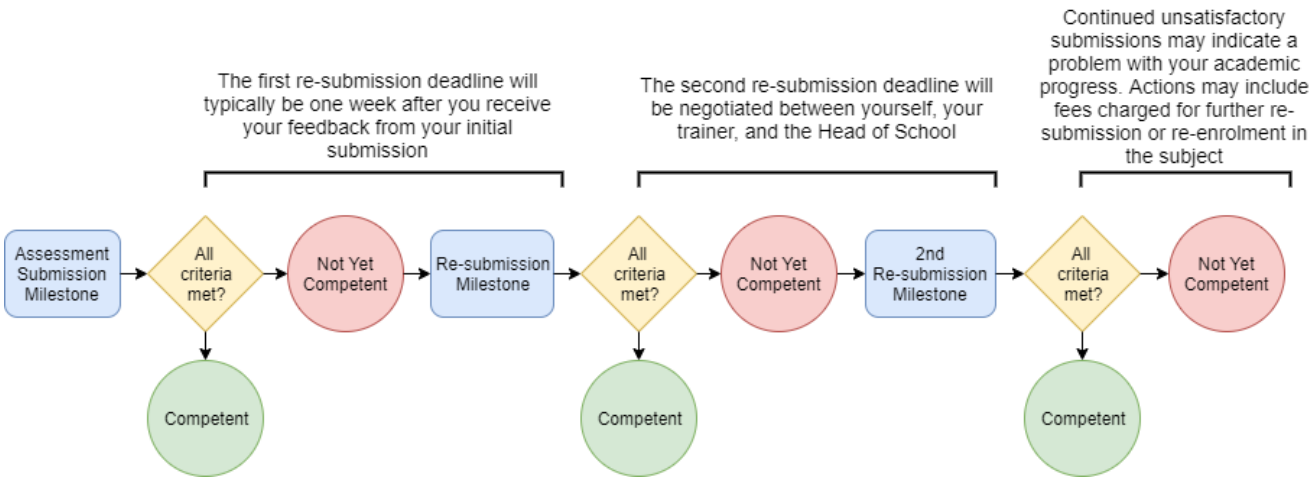
Formative assessment takes place as your trainer observes the development of your work throughout the subject and, although the assessor is likely to be aware of the evidence you are submitting, it is your responsibility to be prepared for the interview where a competency judgement is made (summative assessment). Forgetting something, or making a small mistake at the time of the milestone assessment, can be corrected. However, the assessor may choose to assess other candidates who are better prepared and return to you if time permits.

Upon completion of the assessment you will be issued with feedback and a record of the summative assessment and acknowledge that you have received the result. If you are absent for the nominated assessment milestone (without prior agreement or a sufficiently documented reason) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or *not yet competent*.

REASSESSMENT PROCESS



If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will be given a reassessment milestone no more than one (1) week later to prepare your evidence. If you are unsuccessful after your reassessment, you may be asked to attend a meeting with your Head of School to discuss your progress or any support you may need and further opportunities to gain competency.

REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs, please contact your trainer.

FURTHER INFORMATION

For further information about assessment and support at AIE, please refer to the assessment and course progress sections of your learner handbook.

Software

Core

Unity3D

Unity3D is a modern game engine used by many developers worldwide for developing games and interactive media. It is free to use, with paid premium options available. For this course you are able to use the free license.

- http://unity3d.com

Visual Studio

Microsoft's Visual Studio is the recommended IDE for this subject. Other IDEs may be employed if desired as the content of this subject is designed to be cross-platform and IDE agnostic. However, we cannot guarantee that all subject material will operate as intended on other IDEs and platforms.

- https://visualstudio.microsoft.com/vs/community/

