



ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM422 – Assessment 4: Collate Game Design Document

Consisting of the following units of competence:

Grouping: Gaming Developme		
Consisting of the following units of competence (UoC):		
National ID	State ID	Competency Title
ICTGAM422	OBU74	Create design documents for interactive games

Being delivered as part of the qualifications

Training Package Title and National Code:		ICT – Information and Communications Technology	
Qualification Title:	Certificate IV in Information Technology (Gaming Development)	Qualification State IDs:	AC17
Qualification National ID:	ICT40120		

Students to sign this document when submitting an assessment.

Due Date:	10-December-2021	Date Submitted:	
Assessment description	Game Design Document		
STUDENT DECLARATION			
I have read and understand the details of the assessment.			
I have been informed of the conditions of the assessment and the appeals process.			
I agree to participate in this assessment.			
I certify that the attached is my own work.			
Student ID	Student Name		Student Signature
Assessor's Name	Colton Underwater	Signature:	Date:



INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment	GDD – ICTGAM422 – Assessment 4: Collate Game Design Document
Duration of Assessment	Week 10 - Week 20
Location of Assessment	Classroom and home.
Conditions	<p>Students are assessed individually whilst completing a digital game project, students work in production teams.</p> <p>Their game project provides context for assessment, if their individual games do not cover the performance criteria the portfolio items may be used as evidence.</p> <p>It is recommended that the game project is used as often as possible.</p> <p>Please check the plagiarism policy available in the Student Handbook</p> <p>Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none">• computer hardware and software• games engines• file storage.
Elements and Criteria	As detailed in the assessment plan.



TO THE STUDENT

Purpose of Assessment

Assessment must confirm the ability to:

- Define proposed game features in comparison to existing games.
- List estimated resources required in game development.
- Prepare estimated schedule for game development.
- Finalise documentation and collate design information, estimates and proposals into a comprehensive game design document according to organisational guidelines.
- Present and obtain sign off on documents to required personnel.

What is Assessed

As detailed in the assessment plan.

Assessment Duration

1 Week from commencement until Week 20

Allowable Materials

appropriate computer hardware and software

Required Resources

Access to Blackboard shell, Project production documentation such as Hack n Plan (Game design project management software) the GDD (Game Design Document) and team correspondence. Student will be producing a group project game; their contributions may be used as evidence.





ICTGAM422 – Assessment 4: Collate Game Design Document

Students are to complete a final portion of their game design document.

This section is to include the following.

- **Title comparison**
 - o Students must compare **at least 3** similar titles to their game outlining the following.
 - What features are similar?
 - Why the similar features are in your game?
 - What features set your game apart?
- **Estimated Schedule**
 - o A week-by-week breakdown outlining what assets are to be produced and what features are to be implemented.
- **Resources**
 - o A list of resources needed for development, including:
 - Hardware
 - Software
 - People needed.
 - Time needed.

FINAL DOCUMENT: Students are to combine this portion with AT 1, AT2 and AT3 for a final game design document. Final document is to be organised, formatted and have a consistent style. **Document presentation must reflect industry standards**, refer to provided examples.

Submit of the above in the assessment submissions area on Blackboard.

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

	Current for: Semester 1, 2021	Last Revised: 01/2021
Author: Colton Onderwater	Page 4 of 5	Version: 2



Assessor Name: Colton Onderwater Signature:	Satisfactorily Completed Yes No
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