



ASSESSMENT COVER AND FEEDBACK SHEET

ICTICT433 – Assessment 1: GUI Design

Consisting of the following units of competence:

Grouping: Gaming Developme		
Consisting of the following units of competence (UoC):		
National ID	State ID	Competency Title
ICTICT433		Build graphical user interface

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:	1-March-2022	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 Onderwater	Signature:	Date:



INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment	ICTICT433 – Assessment 1: GUI Design
Duration of Assessment	Week 1 - Week 5
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:

- Establish GUI requirements according to organisational requirements
- Identify organisational standards applicable to GUI
- Determine front and back-end for interfacing with GUI
- Define required functionality of GUI
- Determine type and level of documentation required
- Design GUI components and incorporate functionality
- Define GUI actions and itemise UI events
- Produce GUI technical documentation according to specification and organisational procedures

What is Assessed

As detailed in the assessment plan.

Assessment Duration

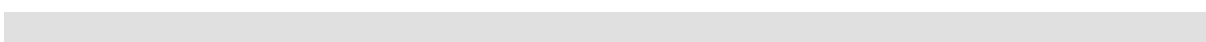
1 Week from commencement until Week 3

Allowable Materials

appropriate computer hardware and software

Required Resources

Access to Blackboard shell, Word processor, IDE, Game Engine and Internet





ICTICT433 – Assessment 1: GUI Design

Students are to submit a **Design Document** of a GUI system according to a supplied design brief. The GUI must accommodate mobile and PC devices. The Design Document **must** contain the following

- **Purpose of the GUI**
- **Itemise UI events**
- **Flow charts illustrating GUI functionality and user interaction**
- **What tools and programming language will the GUI be built in**
- **Screenshot / Mock ups of GUI**
- **Illustrations / examples of animations being used**
- **OOP (object orientated programming) concepts used in GUI**
- **API features used in building GUI**
- **What open source development tools could be used developing a GUI**
- **Potential legal issues concerning intellectual property, privacy and data**

Design Brief

You are to design main menu system for a browser-based game that runs both on web and mobile apps.

- The game is a sci-fi action-adventure game about hacker's vs robots.
- The game has a strong colour theme that revolves around 'seafoam green' **#93E9BE**.
- GUI must be usable with a keyboard, mouse and phone screen independently from each other
- The menu system must include the following
 - o Start new game and continue game
 - o Load, delete and copy save files
 - o Adjust sound for in-game, music and master
 - o Adjust graphic resolution and gamma levels
 - o View credits
 - o Quit
 - o Player enters character name when starting a new game
 - o An email form to contact developers
- Any other features you feel need to implemented feel free to include

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, 2022	Last Revised: 10/2021
Author: Colton Onderwater	Page 4 of 5	Version: 1



Assessor Name: Colton Onderwater Signature:	Satisfactorily Completed Yes No
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