



## ASSESSMENT COVER AND FEEDBACK SHEET

### ICTGAM426 – Assessment 1: Narrative Overview

Consisting of the following units of competence:

Grouping: Gaming Developme		
Consisting of the following units of competence (UoC):		
National ID	State ID	Competency Title
ICTGAM426	OBU80	Write narrative scripts 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:	29-October-2021	Date Submitted:	
Assessment description	Game Design Document		
<b>STUDENT DECLARATION</b>			
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

<b>Type of Assessment</b>	ICTGAM426 – Assessment 1: Narrative Overview
<b>Duration of Assessment</b>	Week 10 - Week 14
<b>Location of Assessment</b>	Classroom and home.
<b>Conditions</b>	<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"><li>• computer hardware and software</li><li>• games engines</li><li>• file storage.</li></ul>
<b>Elements and Criteria</b>	As detailed in the assessment plan.



## TO THE STUDENT

### Purpose of Assessment

Assessment must confirm the ability to:

- Identify and confirm game genre and story components with required personnel
- Discuss and propose creative script concepts and ideas
- Develop a script structure consistent with game genre and game design brief
- Develop script components in the main plot, background stories and level and mission stories according to game genre and game design brief

### What is Assessed

As detailed in the assessment plan.

### Assessment Duration

8 Weeks from commencement until Week 14

### 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.



## ICTGAM426 – Assessment 1: Narrative Overview

Students are to develop a story for their game. This assessment requires them to write an overview of the components of the story. The overview must include the following.

- **GDD of the game the story takes place in**
- **Summary of script**
  - o A brief explanation of what the story is
- **Genre of game**
  - o Explain how the story maps with the games genre
- **Script components in the following:**
  - o Main plot
  - o Background stories
  - o Level / mission stories
- **Illustrate how the story maps to the game's:**
  - o Assets
  - o Levels
  - o Mechanics
- **Title comparison**
  - o Show research in similar titles
    - what stories they developed?
    - How is yours similar / different?
- **Real – world influences on:**
  - o Characters
  - o Location
  - o Narrative
- **Techniques used for storyboarding**
- **Copyright / legislation**
  - o How copywrite applies to game development
  - o How to seek permission to use protected elements in script
- **Budget and scheduling considerations in regards to the rest of the game**
  - o Outline where in a production schedule writing and implementing a story could take place
  - o List the resources needed to implement a story in a game

**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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