Government of **Western Australia**
South Metropolitan TAFE

ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM422 – Assessment 3: Technical Documentation

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:	17-September-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 Onderwater**	**Signature:**		**Date:**	

INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment	GDD – ICTGAM422 – Assessment 3: Technical Documentation
Duration of Assessment	Week 5 - Week 10
Location of Assessment	Classroom and home.
Conditions	Students are assessed individually whilst completing a digital game project, students work in production teams.
	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.
	It is recommended that the game project is used as often as possible.
	Please check the plagiarism policy available in the Student Handbook
	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:

- 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:

- Determine game mechanics

- Finalise platform, game engine and operating system.

- Specify source and purpose of code required including level-specific code.

- Determine game physics and artificial intelligence.

- Identify sound engineering requirements.

- Determine and document game prototype testing procedures.

What is Assessed   As detailed in the assessment plan.

Assessment Duration   1 Week 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.

ICTGAM422 – Assessment 3: Technical Documentation

Students are to submit a portion of a Game Design Document outlining the technical design of their game.

This section is to include the following.
- **Mechanics**
    - Present a table outlining the mechanics of the game.
- **Code**
    - Outline what coding will the game need
    - Specify with pseudo-code how the main mechanics will be implemented.
    - Include examples of code that could be used in the game.
- **Physics**
    - Specify what physics the game will need.
    - Explain how these physics will be implemented.
- **AI**
    - Specify what AI the game will need.
    - Explain how the AI will be implemented.
- **Sound engineering**
    - Outline how the sound will be implemented into the game engine.
- **Prototype and testing**
    - Specify how the game will look in the following phases.
        - Prototype
        - Alpha
        - Beta
    - Explain how the game will be tested throughout production.

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

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

Assessor Name: Colton Onderwater Signature:	Satisfactorily Completed Yes No