



ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM422 – Assessment 2: Game 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 |
| 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: | 20-August-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 2: Game 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:

- Develop storylines and levels
- Develop characters and environment artwork
- Identify game-play elements
- Develop graphical user interface (GUI)
- Identify sounds and music applicable to game
- Document game design specifications according to organisational guidelines

What is Assessed

As detailed in the assessment plan.

Assessment Duration

1 Week from commencement until Week 10

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 2: Game Design

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

This section is to include the following.

- **Storyline**
 - Outline of the main plot points of the game
- **Levels**
 - List of all the levels and explanation of how each level flows in each other
 - Graphs outlining how the game progresses as the player plays.
- **Character Art**
 - Character art and bios.
- **Environmental Art**
 - Environmental art to be used in production.
- **GUI**
 - Mock-ups of the following:
 - Splash screens
 - Main Menu
 - HUD
- **Sound and music**
 - What music and sound will the game need?
 - How will you use audio to enhance player experience?

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 |



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| Assessor Name: Colton Onderwater Signature: | Satisfactorily Completed Yes No |
|--|---------------------------------|