



## ASSESSMENT COVER AND FEEDBACK SHEET

### ICTGAM422 – Assessment 1: Game Conceptualisation

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:	06-August-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>	GDD – ICTGAM422 – Assessment 1: Game Conceptualisation
<b>Duration of Assessment</b>	Week 1 - Week 10
<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:

- Obtain client brief and identify applicable industry standards.
- Research, identify and describe target market, the game genre and its working title according to client brief.
- Identify game platform, game engine and operating system according to game requirements.
- Prepare initial concept art and establish look and feel of characters, environment and game play according to organisational guidelines.
- Document research, ideas and initial concept art according to organisational guidelines

### What is Assessed

As detailed in the assessment plan.

### Assessment Duration

1Week from commencement until Week 4

### 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 1: Game Conceptualisation

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

**This section is to include the following.**

- **Working title**
  - o What is the game called?
- **Brief Overview**
  - o A paragraph describing the game.
- **Target Market**
  - o Who is this game for?
- **Game Genre**
  - o What genre?
- **Platform**
  - o Where will this game be published?
- **Tools being used.**
  - o What hardware and software will you need?
- **Concept art**
  - o Character, Environment and game play
  - o Must establish look and feel of game.
- **Research**
  - o Similar titles
    - Why use these similarities?
    - What makes your game different?
  - o Inspirations (mood boards, screenshots etc)
    - Annotate what elements inspired the games design.

**Submit 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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