Cross Platform Development

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| **Assessment Task Number:** Part 1 – Complete the Visual Effects Tutorial | |
| **Unit Code(s):** | **Unit Title(s):** |
| ICTGAM537 | Prepare games for different platforms and delivery modes |
| ICTGAM535 | Develop complex 3-D software for games and interactive media |
| ICTGAM554 | Create games for mobile devices |
| ICTPRG533 | Debug and monitor applications |
| CUAANM412 | Create digital visual effects |
| **Instructions to Learners:** | |

Complete the visual effects tutorial, ensuring you optimise and test your program on a mobile handset.

The ParticlesDemo.unitypackage package is available on Canvas. Use this package to complete the tutorial.

Complete the tutorial steps as specified on Canvas.

You can extend on the tutorial and add any features or functionality you wish, but you must have completed all tutorial steps as described in the tutorial.

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| **Task** | | **Evidence Criteria** |
| 1. | Visual Effects Tutorial | Complete the visual effects tutorial |
| **Submission Requirements:** | | |
| You will need to submit the following:   * A Release build of the Unity project that can execute as a stand-alone program * The complete Unity project, including source code   Be sure to remove any temporary build folders (i.e., the Debug and Release folders) and any unused assets. Only project files, source code files, and any resource files used should be included in your submission.  Package all files in a single compressed archive file (.zip, .7z, or .rar) | | |