Cross Platform Development

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| **Assessment Task Number:** Part 2 – Complete the Project Research Workbook | |
| **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:** | |

For this stage of development, you will need to do some preliminary research into the tools, technologies, and processes you will employ throughout the project.

The workbook is available on Canvas and will help you prepare the specific pieces of information you will need to collate.

You will need to research and identify the following:

* The technical specifications of all devices you will develop on, including any technical limitations and constraints;
* The requirements of the software you will use during development, including the details of any licensing restrictions;
* The cross-platform installers and installation methods you will need to use, or the specific binary formats required to deploy your game;
* The IDE you will use;
* Any cross-platform libraries or frameworks, including any restrictions for each platform you are targeting;
* Any issues that exist or that you expect to exist when developing for the target platforms identified; and
* The game engine and any additional development tools you will use.

The research workbook will help you gather the information needed for your project design and implementation.

You may discuss the questions in groups, or as a class, but the answers in your workbook must be your own.

Your answers in the research workbook should reflect the project you will design and implement for the other assessment tasks for this subject.

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| **Task** | | **Evidence Criteria** |
| 1. | Project Research Workbook | Completed workbook containing research addressing the following:   * The technical specifications of all devices you will develop on, including any technical limitations and constraints; * The requirements of the software you will use during development, including the details of any licensing restrictions; * The cross-platform installers and installation methods you will need to use, or the specific binary formats required to deploy your game; * The IDE you will use; * Any cross-platform libraries or frameworks, including any restrictions for each platform you are targeting; * Any issues that exist or that you expect to exist when developing for the target platforms identified; and * The game engine and any additional development tools you will use |
| **Submission Requirements:** | | |
| You will need to submit the following:   * The completed project research workbook, in MS Word or PDF format | | |