# Game Design Assessment 3:

# Create a 3D Game in a Small Team

## Criteria

### Unit code and name

ICTGAM420 | Produce interactive games

### Qualification/Course code and name

ICT40120 | Certificate IV in Information Technology

## Student details

### Student number

### Student name

## Assessment declaration

*Note: If you are an online student, you will be required to complete this declaration on the TAFE NSW online learning platform when you upload your assessment.*

This assessment is my original work and has not been:

* plagiarised or copied from any source without providing due acknowledgement.
* written for me by any other person except where such collaboration has been authorised by the Teacher/Assessor concerned.

### Student signature and date

Version: 20220826

Date created: 26 August 2022

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This assessment can be found in the: [Learning Bank](https://share.tafensw.edu.au/share/items/d36df03f-9651-4d43-8c9d-a299699e8585/0/?attachment.uuid=fed43101-626e-4112-8bc8-3d5534d1194d)

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## Assessment instructions

Table – 1 Assessment instructions

| Assessment details | Instructions |
| --- | --- |
| **Assessment overview** | The objective of this assessment is to assess your knowledge and performance in creating a basic 3D project in a small group. |
| **Assessment event number** | 2 of 3 |
| **Instructions for this assessment** | This is a project-based assessment that assesses your knowledge and performance of the unit.  This assessment is in five Tasks:   * Task 1: Establishing your studio * Task 2: Filling out the GDD * Task 3: Identifying technical specifications * Task 4: Identify available resources * Task 5: Scheduling tasks * Task 6: Playtesting and feedback * Task 7: Final submission   And is supported by:   * Assessment feedback (not included here)   **Note**: This assessment may contain links to external resources. If a link does not work, copy and paste the URL directly into your browser. |
| **Submission instructions** | On completion of this assessment, you are required to submit it to your Teacher/Assessor for marking. Where possible, submission and upload of all required assessment files should be via the TAFE NSW online learning platform.  It is important that you keep a copy of all electronic and hardcopy assessments submitted to TAFE and complete the assessment declaration when submitting the assessment. |
| **What do I need to do to achieve a satisfactory result?** | To achieve a satisfactory result for this assessment you must answer all the questions correctly.  If a resit is required to achieve a satisfactory result it will be conducted at an agreed time after a suitable revision period. |
| **What do I need to provide?** | * TAFE NSW student account username and password. If you do not know your username and password, contact your campus or service centre on 131601. * Computer or other device with word processing software and internet access. * Writing materials, if required. |
| **What the Teacher/Assessor will provide** | Access to this assessment and learning resources, including the student workbook and any supporting documents or links. |
| **Due date**  **Time allowed**  **Delivery location** | 23rd of June  6 Weeks in class  TAFE NSW campus/ TAFE Digital Campus/ TAFE NSW Moodle/ a location determined by your Teacher/Assessor |
| **Assessment feedback, review or appeals** | In accordance with the TAFE NSW policy *Manage Assessment Appeals,* all students have the right to appeal an assessment decision in relation to how the assessment was conducted and the outcome of the assessment. Appeals must be lodged within **14 working days** of the formal notification of the result of the assessment.  If you would like to request a review of your results or if you have any concerns about your results, contact your Teacher/Assessor or Head Teacher. If they are unavailable, contact the Student Administration Officer.  Contact your Head Teacher/Assessor for the assessment appeals procedures at your college/campus. |

## Project Outline

You’ve been tasked with creating a single stage for your studio’s upcoming 3D project. The genre is of your choice as long as it takes place in a 3D environment and allows for movement within that 3D space.

Your stage needs to include:

* Some form of player movement.
* At least one additional ability (shooting, dashing etc.)
* A polished and appropriately decorated 3D environment.
* A win condition (something that indicates your player has beaten your game.)
* A lose condition (something that will cause your player to fail and need to try again.)
* At least one kind of pickup that provides some form of functionality (can’t just be a score increase.)
* A main menu that allows the player to either start or exit the game.

Once a minimum viable product (MVP) is established including these requirements, you’re free to add as much as you’d like to your game.

## Task 1: Establishing your studio

List the members of your group, including the roles that they’ll play in the creation of your game (artist or programmer.)

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|  |

Provide a snazzy name for your game studio.

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|  |

## Task 2: Filling out the Game Design Document

Fill out the Game Design Document (GDD) template and include it in your submission. The GDD must go over your:

* Elevator pitch
* Genre/s
* Influences
* How will your game appeal to your target audience?
* Story summary
* Character/s
* Location/s
* Gameplay mechanics
* Pickups
* Concept art

**Task 3:** **Identify technical specifications**

Create a list of the assets that will be required for your game. For each, specify which format they’ll be saved under before being integrated into the game.

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**Task 4:** **Identify available resources**

**Question 4.1:**

Create a list of the potential hardware and software that could be used to produce your game.

Game-engines:

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| --- |
|  |

Art software:

|  |
| --- |
|  |

Hardware:

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| --- |
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**Question 4.2:**

Which software and hardware have you elected to use? Why?

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**Question 4.3:**

Describe some of the limitations and constraints present in the software and hardware you have chosen:

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## Task 5: Scheduling tasks and planning your prototype

**Question 5:**

List the series of milestones that will be met throughout the course of production, as well as the estimated dates of completion (these don’t have to be set in stone.)

Make sure to plan for the development of an **initial prototype** to be used for playtesting.

|  |  |
| --- | --- |
| Production Element | Expected time of completion |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Task 6: Playtesting and feedback

After creating a prototype that includes the basic functionality of your game, conduct playtesting trials with **at least 2 people** to ensure your game functions correctly. Evaluate the feedback from these players and make any necessary amendments to your game.

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Name of tester | Issues detected (N/A if none detected) | Solution |
|  |  |  |  |
|  |  |  |  |

## Task 7: Final sign-off and submission

**Question 7:**

Showcase your finished build to your teacher and obtain their final sign-off.

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| --- |
|  |

***All students*** are required to submit this assessment document (filled out collaboratively amongst your team members.)

***Only one*** member per team must produce a zipped folder containing your finished project. Ensure that you’ve included:

* The project files (Assets/Packages/Project Settings)
* A functioning build
* Your GDD
* This assessment document.

## Assessment feedback

*NOTE: This section must have the Teacher/Assessor and student signature to complete the feedback. If you are submitting through the TAFE NSW online learning platform, your Teacher/Assessor will give you feedback via the platform.*

### Assessment outcome

Satisfactory

Unsatisfactory

**Assessor feedback**

Has the assessment declaration for this assessment event been signed and dated by the student?

Are you assured that the evidence presented for assessment is the student’s own work?

Was reasonable adjustment in place for this assessment event?

*If yes, ensure it is detailed on the assessment document.*

*Comments*:

### Assessor name, signature and date

### Student acknowledgement of assessment outcome

*Would you like to make any comments about this assessment?*

### Student name, signature and date