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**Technical Specifications Guide**

Cross-platform Development

CIP Code 11.0804

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Advanced Diploma of Professional Game Development

Programming

#### General Description

This subject teaches you how to build and deploy applications to multiple platforms.

For this assessment you are required to create an application using Unity3D and build it for multiple platforms. Which platforms you support will depend on your available devices, but your teacher will advise you as to which platforms would be best supported. The application does not have to be a detailed game project but must at least make use of loaded assets and a basic Graphical User Interface (GUI). You must also demonstrate the use of your target platform’s specific input devices. For example, on a mobile device you would need to demonstrate the touch capabilities.

Key elements include:

* Develop Cross-platform Project
* Deploy to Multiple Platforms
* Demonstration of persisting data at runtime

***Evidence Rubric***

This is the specific evidence you must prepare for and present by your assessment milestone to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

This table on the following page defines what you need to produce as evidence of competency.

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| **Assessment Tasks & Evidence Descriptions** |
| ***Develop Cross-platform Project***  Evidence that includes:   * Creation of a cross-platform project agreed to by your teacher, that supports multiple target platforms * Your teacher may provide a project brief for you, or you may design your own * Your project must:   + Support multiple platforms and their specific input devices   + Demonstrate inheritance   + Implement a Graphical User Interface (GUI) |
| ***Deploy to Multiple Platforms***  Evidence that includes:   * Submission of deployable builds of your Cross-platform Project for each platform that you support, packaged within compressed files   + Allowed compressed file types are zip or 7zip * You must submit a compressed file for each platform supported |
| ***Demonstration of data persistence at runtime***  Evidence that includes:   * Use of Scriptable Objects * Use of json format to persist data * Use of Editor Tool that builds objects separate from the behaviours |