CLO01 – Post Mortem Document, management focus

CLO02 – Post mortem document, technical focus

CLO03 – Project management document

CLO04 – How well the management document is adhered to

CLO05 – How well the project meets the requirements of the brief (serious or commercial game)

CLO06 – Show evidence of collaboration with other disciplines

CLO07 – Show evidence of collaboration within my discipline

CLO08 – Project pitch

CLO09 – Publish the project upon completion

LO1 – Show examples of learning from other existing games/products

LO2 – Make a Game Design Document, constantly update and follow it

LO3– Make a technical document, constantly update and follow it

LO4 – Conduct proper and timely playtesting

LO5 – Learn and implement findings from said playtesting

LO6 – Demonstrate understanding of commercial (money-making) platforms and techniques for games

LO7 - Demonstrate how your game meets the commercial or serious game requirements (game rationale document)

LO8 – Make the game and publish it effectively

LO9 – Create a logo for your company/studio and demonstrate its feasibility.

LO10 – Create a marketing Plan Document

LO11 – Identify, keep in contact with, and address the needs of all stakeholders

LO12 – Identify and address the ethical implications of your game and the games media as a whole.

LO13 – Identify important feedback information from playtest groups and design systems (digital or otherwise) to track this data.

LO14 – Demonstrate understanding of all forms of choice and ways in which choice may be used in games (including through mechanics).

LO15 – Chose one facet of game design (level design, audio, writing, ect.) and demonstrate specialized knowledge and skill in this particular area.