

Assessment Criteria

Full Time Courses – 2nd Year Games Art, Design & Programming

10343NAT Advanced Diploma of Professional Game Development

Title: Proof of Concept

Start Date: Thursday, 25 September 2014

Assessment Day: Thursday, 22 January 2015

Assessable units of competency

ICAGAM503A Create a complex 3-D interactive game

PGDPRD601A Plan and pitch a game design proposal

General description

In this subject you will be creating computer games.

You'll be pitching your games to a panel of industry professionals.

You'll be working in teams with designers, artists and programmers.

You'll also need to participate in sustainability exercise as part of your assessment.

Some details

Your teachers will oversee the formation of small game development teams. Your teams will contain of artists programmers and designers.

You and your team will begin by discussing your game ideas with your teachers. Once you have some game ideas with promise you'll begin to plan out your prototype development.

You'll need to establish asset management systems, task and project management systems, technical and design documents and risk analysis document.

Your team and you will then begin producing rapid game prototypes. You'll need to manage the project and complete it on time.

Your team will need to establish a system of focus testing to ensure you have a quality product and can justify your product to the industry panel.

Lastly you'll need to prepare a presentation and pitch your designs and prototypes to an industry panel.

The industry panel will be deciding the future of your game idea.

Good luck.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- Presenting game ideas
- Developing game design documentation
- Documenting the time and resources required for the development of the game idea
- Incorporating feedback into your game ideas
- Performing a Risk Analysis
- Prioritising development tasks
- Working with in a group and contributing to the pitch process
- Prototyping Core Game Play
- Developing in an Iterative Pipeline
- Use of version control tools
- Generating Post Mortem Reviews
- User Interface Design
- Cross platform development through internet deployable games
- Your ability to work effectively as part of a team

Evidence specifications

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

1. Participate in and contribute to class discussions
2. Generate a series of new game ideas
3. Prototype Game Ideas
4. Create and maintain a forum thread (journal)
5. Develop the source code or art for the project
6. Present updates for feedback
7. Short design documents
8. Presentation
9. Industry Pitch
10. Sell sheet

Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
- Know what evidence you must provide during your assessment
- Take an active part in the assessment process
- Be ready for the assessment at the nominated time

Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document. Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 mins to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or not *yet competent*.

REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have one (1) week to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent for Proof of Concept
1. Participate in and contribute to class discussions	Competent participation is defined as <ul style="list-style-type: none"> • Clear and continuous participation in group scrum meetings • Clear and continuous participation in class discussions • Clear and continuous participation in teacher reviews while prototyping Competence is based on teacher observation
2. Generate a series of new game ideas	Competence is defined as <ul style="list-style-type: none"> • Participate in generation of game ideas • The ideas contain contributions from all individuals in the team • Each idea clearly described by a single sentence • Each idea appropriate for a short development cycle • Submitted in a clear presentation document in PDF format
3. Prototype Game Ideas	Competence is defined as <ul style="list-style-type: none"> • Completing 1-6 functional game prototypes with a team • Submit prototypes as a built game executable
4. Create and maintain a forum thread (journal)	Competence is defined as <ul style="list-style-type: none"> • A saved .pdf version of the candidate's website forum or blog, documenting the candidates individual rapid prototyping experience. Blog entries or posts dates, must span the entire Prototyping period • Links to original website forum or blog are contained in the document
5. Develop the source code or art for the project	Competence is defined as <ul style="list-style-type: none"> • A clear example of code or art assets contributed by candidate for each game prototype • All examples prepared in advance and presented clearly in a single .pdf format • All original examples instantly available on request
6. Present updates for feedback	Competency is defined as <ul style="list-style-type: none"> • At least one piece of work (code/art/design) showing evidence of improvement applied, after feedback • Presented as a final version of work with a verbal description of improvement to teacher.

7. Present documentation	<p>Artists present a competent art bible which will provide a comprehensive description of the visual look of the game.</p> <p>A competent art bible may contain the following:</p> <ul style="list-style-type: none"> • Art Style • Reference art • Concept art • Mood boards • Colour palettes • Story boards • Paint overs <p>Designers present a competent design document which will provide a comprehensive description of the game.</p> <p>A competent design document may contain the following:</p> <ul style="list-style-type: none"> • Game Title, Overview, Back Story, Core Fun • Game Play and Player View • Features and The 'Hook' • Target Audience • Controls • Player and Non-Player Characters • Game Player Statistics (Health, damage, etc) • GUI Example • Menu System and Example • Environment • Weapons, Power ups, etc • Timeline and Milestones for project completion <p>Programmers present a competent technical design document which will provide a comprehensive description of the code structure and requirements of the game.</p> <p>A competent technical design document may contain the following:</p> <ul style="list-style-type: none"> • Player view with description on how the camera works • Class list with details • Class interaction and interfaces <ul style="list-style-type: none"> • Data flow diagrams • UML Diagrams • Level details <ul style="list-style-type: none"> • Where a player can and cannot move, etc • Menu details <ul style="list-style-type: none"> • Button clicks, etc • Art requirements • Sound requirements <p>The documents must be:</p> <ul style="list-style-type: none"> • Submitted in .pdf format • 5 pages maximum
8. Presentation	<p>A competent slideshow presentation will have the following features</p> <ul style="list-style-type: none"> • The presentation is clear • The presentation is positive • The presentation provides a compelling reason why the game design should be supported • Be presented through a projector during the pitch • Be working during the assessment process (any format is acceptable provided it works) • Be available digitally and locally during the assessment process
9. Industry Pitch	<p>Individuals competent in the industry pitch will exhibit the following</p> <ul style="list-style-type: none"> • Participate in preparing, or pitching the game pitch at final industry panel <p>(Failure to attend, or help prepare, will result in NYC for this competency)</p>
10. Sell sheet	<p>A competent sell sheet will have the following features</p> <ul style="list-style-type: none"> • Graphically appealing • A single page handout • Effective to sell the game online • Effective to sell the game at your pitch <p>Two Submitted versions</p> <ol style="list-style-type: none"> 1. Printed, double sided page version 2. Digital version in .pdf format