



Australian Government

**Assessment Requirements for ICTGAM423
Apply artificial intelligence in game
development**

Release: 1

Assessment Requirements for ICTGAM423 Apply artificial intelligence in game development

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- identify and analyse at least two artificial intelligence (AI) strategies applicable to a game development brief
- design a feasible AI game strategy
- implement at least two path finding algorithms and at least two non-player character AI strategies in a game.

In the course of the above, the candidate must:

- review and evaluate AI strategies
- comply with industry standards, client brief and game requirements.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- basic path-finding algorithms implications on game development
- major AI terms used in the game industry
- the development process of creating AI strategies in non-player characters (NPCs) in a game
- applying object-oriented programming practices
- overall architecture of a game engine
- game development testing processes
- industry standards applicable to game development.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- the internet
- research tools
- required hardware, software and its component
- path-finding libraries
- game development testing tools
- development tools to implement AI strategies
- game design specifications and documentation.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>