ICTGAM510 Prepare games for different platforms and delivery modes

Release: 1

ICTGAM510 Prepare games for different platforms and delivery modes

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Application

This unit describes the skills and knowledge required to build, maintain and test games across multiple system platforms.

It applies to individuals with games programming skills, and other personnel, working in the game development industry.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Produce a game package for multiple platforms	1.1 Research and identify cross-platform installers 1.2 Use an installer to package a game for multiple platforms
2. Develop a cross-platform project	2.1 Identify the cross-platform integrated development environment (IDE) 2.2 Identify cross-platform renderer libraries, physics libraries, audio libraries and network libraries 2.3 Source or compile cross-platform libraries 2.4 Compile a project for multiple platforms

ELEMENT	PERFORMANCE CRITERIA
	2.5 Test and maintain the cross-platform software project
	2.6 Use platform-specific input devices
3. Compile a report on cross-platform software development	3.1 Identify and document issues in cross-platform development
	3.2 Develop an awareness of cross-platform hardware

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Learning	3.2	• Extends understanding of delivery modes and platforms by incorporating the results of trialling and testing
Reading	1.1, 2.1, 2.2	• Interprets, analyses and comprehends complex instructions, briefs, numerical code, technical data, and conceptual information, to inform job requirements
Writing	3.1	• Prepares evaluative material for a specific audience using clear and detailed language to convey information and requirements
Get the work done	1.1, 1.2, 2.1-2.6, 3.1	• Plans, organises and completes work according to defined requirements and schedules, sequencing tasks to achieve efficient outcomes • Uses systematic, analytical processes in complex, routine and non-routine situations gathering information, identifying potential solutions, and evaluating options • Takes responsibility for decisions regarding end-product testing and data integrity, and management • Actively sources applications or tools with the potential to meet development requirements

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM510 Prepare games for different platforms and delivery modes	ICAGAM510A Prepare games for different platforms and delivery modes	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2