



Australian Government

ICTGAM537 Prepare games for different platforms and delivery modes

Release: 1

ICTGAM537 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 6.0.

Application

This unit describes the skills and knowledge required to prepare game packages for delivery across multiple system platforms using applicable cross-platform software and hardware.

It applies to those 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
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Prepare game package for multiple platforms	1.1 Establish project requirements for pre-existing game according to organisational procedures 1.2 Obtain pre-existing game package 1.3 Research and identify cross-platform specific installation methods and applicable software and hardware according to business needs 1.4 Select and confirm cross-platform specific installation methods according to project requirements 1.5 Package game for multiple platforms using selected installation methods according to vendor requirements
2. Develop cross-platform	2.1 Compare and select industry standard cross-platform integrated development environments (IDE) according to

ELEMENT	PERFORMANCE CRITERIA
project	project requirements 2.2 Identify cross-platform renderer libraries, physics libraries, audio libraries and network libraries applicable to project requirements 2.3 Source and compile cross-platform libraries 2.4 Compile project for multiple platforms 2.5 Test and debug cross-platform project and evaluate results 2.6 Apply changes to cross-platform project as required according to test results
3. Finalise cross-platform project	3.1 Identify and document issues and resolutions in cross-platform development 3.2 Submit cross-platform project to required personnel and obtain final sign-off

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Learning	<ul style="list-style-type: none"> Extends knowledge of delivery modes and platforms by incorporating results of trialling and testing
Reading	<ul style="list-style-type: none"> Interprets, analyses and comprehends complex instructions, briefs, numerical code, technical data and conceptual information to inform job requirements
Writing	<ul style="list-style-type: none"> Produces documentation detailing issues identified and work performed as required using specific technical language
Planning and organising	<ul style="list-style-type: none"> Plans, organises and completes work according to defined requirements and schedules
Problem solving	<ul style="list-style-type: none"> Uses systematic and analytical processes in complex, routine and non-routine situations gathering information, identifying potential solutions and evaluating options
Self-management	<ul style="list-style-type: none"> Takes responsibility for decisions regarding end-product testing and data integrity and management
Technology	<ul style="list-style-type: none"> Sources applications or tools with the potential to meet development requirements

Unit Mapping Information

Supersedes and is equivalent to ICTGAM510 Prepare games for different platforms and delivery modes.

Links

Companion Volume Implementation Guide is found on VETNet -

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