



Australian Government

Assessment Requirements for ICTGAM403

Create design documents for interactive games

Release: 1

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Modification History

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

Performance Evidence

Evidence of the ability to:

- develop concept art for characters, environments, splash screens, start screens and game field screens consistent with an identified game genre and design specifications
- develop technical specifications for game mechanics, artificial intelligence, physics, sound, game play and overall usability
- develop game design documents to required industry standard, consistent with client brief and specifications.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- discuss the process of computer game development
- compare and discuss current game-play hardware and software products
- outline the technical constraints that hardware and software impose on design and development
- outline the techniques for applying concept development skills
- outline the techniques for applying concept visualisation skills.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- the internet for research purposes
- computer hardware, software and peripheral devices suitable for game development

- games engines.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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