



Australian Government

Assessment Requirements for ICTGAM404

Apply artificial intelligence in game development

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:

- identify and analyse artificial intelligence (AI) strategies for appropriateness to a game development brief
- design a feasible AI strategy for a game
- implement path finding algorithms and non-player character AI strategies in a game
- review and evaluate an AI strategy for a game.

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:

- outline the implications of basic path-finding algorithms on game development
- list and define the major AI terms used in the game industry
- outline the development process for creating AI strategies for non-player characters (NPCs) in a game
- describe the application of object-oriented programming practices
- describe the overall architecture of a game engine.

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:

- research tools including the internet
- path-finding libraries
- development tools to implement AI strategies

- game design specifications and documentation.

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>