



Australian Government

Assessment Requirements for ICTGAM419

Build a database to support a computer game

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:

- interpret a conceptual database model
- create a database from a conceptual model, that allows for the persistence of state data for a computer game
- evaluate, and improve, the performance of a database built to support a computer 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:

- identify computer hardware specifications and performance required to support database development
- discuss the creation, use and testing of stored procedures
- explain why input and output parameters are required
- explain database stress testing and stress testing software
- discuss the principles of database testing methodologies
- describe object-oriented database management systems
- discuss the similarities and difference between relational database management systems:
 - IBM DB2
 - Microsoft Access
 - Microsoft SQL (MS SQL) server
 - MySQL
 - Oracle
 - Postgre Structured Query Language (Postgre SQL)

- discuss relational database modelling building blocks and theory, including attributes, entity relationship modelling and normalisation of database tables
- discuss relationship cardinality and connectivity:
 - 1:1
 - 1:M
 - M:N
- outline the features, and functions, of structured query language (SQL), including data definition language and data manipulation language
- discuss the evolution of relational database management systems and their relationship to the flat file, hierarchical, and network data storage legacy of games
- outline the important functions of a relational database management system within the context of a computer game
- interpret data access languages, such as SQL and language-integrated query (LINQ)
- interpret data application programming interfaces (APIs) including:
 - ADO.Net
 - data integrity
 - disaster recovery and backups
 - data dictionary
 - data storage
 - security requirements of the data
 - transforming and presenting the data
- discuss the importance of data models
- describe the different types of data models, including Chen and Crow's Foot models
- describe the relationship between game-play rules and the modelling of the database structure.

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:

- computer-aided software engineering and modelling tools
- a relational or object-oriented database management system
- performance testing and analysis software for selected database management system/ game architecture specifications
- the game design and requirements documentation
- the client or server hardware
- networking infrastructure sufficient to simulate the game architecture specifications.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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