



Australian Government

Assessment Requirements for ICTGAM422 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 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- create and develop game design documents for at least one interactive game according to required industry standard and consistent with client brief and specifications.

In the course of the above, the candidate must:

- develop concept art for characters, environments, splash screens, start screens and game field screens consistent with identified game genre and design specifications
- develop technical specifications in game mechanics, artificial intelligence, physics, sound, game play and overall usability
- include a list of estimated resources required and a game development schedule.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- game development processes
- basic programming techniques that may be used for interactive game development
- industry standard game-play hardware and software products
- technical constraints hardware and software impose on design and development
- techniques in applying concept development and concept visualisation skills
- industry standards applicable to creating and developing game design documentation
- organisational guidelines, documentation techniques and processes that may apply to creating design documents for interactive games.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- the internet
- client brief
- required hardware, software and peripheral devices
- games-engine.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

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