



Australian Government

Assessment Requirements for ICTGAM506

Create complex code for mobile game devices

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:

- use research to determine appropriate implementations for mobile game devices
- develop and implement the code for game physics in a mobile device
- develop and implement the artificial intelligence for a mobile device
- develop and implement shading algorithms for a mobile device.

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 relevant programming techniques
- outline the budgeting and scheduling considerations for game design
- outline the capabilities and constraints of game engines
- discuss computer game development, including specific terminology
- outline the concept development
- describe the concept visualisation
- provide a detailed summary of current game-play hardware and software products
- outline environmental impact and sustainability considerations
- discuss the human resources required in the process of creating a game, and describe the team's respective skills and technology requirements
- explain risk and critical path management
- provide a detailed explanation of the technical constraints that hardware imposes on:
 - software development
 - graphics requirements
 - code development

- creative visual design.

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 hardware and software
- games engines
- file storage
- the internet for research purposes.

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>