



Australian Government

Assessment Requirements for ICTGAM530 Develop and implement physics in a 3-D digital 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:

- develop and document an interactive game that implements game physics
- identify, evaluate, and use a physics library.

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:

- explain basic programming techniques needed to develop game objects
- describe the integration issues of common physics concepts in games design
- summarise the current game-play hardware and software products, including any technical constraints they impose on design and development
- summarise the human resources required in the process of creating a game, and respective skills
- explain the techniques for applying concept development and 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:

- suitable development environment
- physics libraries
- computer hardware and software
- games engines
- file storage.

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>