



Australian Government

Assessment Requirements for ICTGAM556 Develop and implement physics in 3-D digital 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:

- identify, evaluate, and develop one interactive game that implements game physics on at least two occasions.

In the course of the above, the candidate must:

- use and document a physics library.

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:

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

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:

- suitable development environment
- physics libraries
- computer hardware and software

- games engine
- file storage.

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>