

Instruction Sheet for the Candidate

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Produce prototypes of gameplay ideas and features
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____
	Registration/Roll Number_____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Import Models of Gameplay • Explore Input Manager Window • Make Real-time Global Illumination • Explore Physics Engines
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	<p>Import Models of Gameplay</p> <ol style="list-style-type: none"> 1. Create/Import humanoid characters 2. Use humanoid characters in the game 3. Configure Model Import Settings 4. Import Assets which are created outside framework 5. Set Mode for 2D / 3D Graphic Interface <p>Explore Input Manager Window</p> <ol style="list-style-type: none"> 1. Control Your Game through input Device 2. Configure Mobile Device Input for gameplay 3. Configure XR(X-Reality) Input for gameplay <p>Make Real-time Global Illumination</p> <ol style="list-style-type: none"> 1. Configure different render pipelines process 2. Use camera tool to create a scene space 3. Perform post-processing of Scene

4. Search Graphic tools for creating real-time Global Illumination

Explore Physics Engines

1. Install 2D / 3D physics engines
2. Configure 2D / 3D physics engines

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Produce prototypes of gameplay ideas and features
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Import Models of Gameplay • Explore Input Manager Window • Make Real-time Global Illumination • Explore Physics Engines

I can.....

Performance Criteria	Yes	No
1. Create/Import humanoid characters	<input type="checkbox"/>	<input type="checkbox"/>
2. Use humanoid characters in the game	<input type="checkbox"/>	<input type="checkbox"/>
3. Configure Model Import Settings	<input type="checkbox"/>	<input type="checkbox"/>
4. Import Assets which are created outside framework	<input type="checkbox"/>	<input type="checkbox"/>
5. Set Mode for 2D / 3D Graphic Interface	<input type="checkbox"/>	<input type="checkbox"/>
6. Control Your Game through input Device	<input type="checkbox"/>	<input type="checkbox"/>
7. Configure Mobile Device Input for gameplay	<input type="checkbox"/>	<input type="checkbox"/>
8. Configure XR(X-Reality) Input for gameplay	<input type="checkbox"/>	<input type="checkbox"/>
9. Configure different render pipelines process	<input type="checkbox"/>	<input type="checkbox"/>
10. Use camera tool to create a scene space	<input type="checkbox"/>	<input type="checkbox"/>
11. Perform post-processing of Scene	<input type="checkbox"/>	<input type="checkbox"/>
12. Search Graphic tools for creating real-time Global Illumination	<input type="checkbox"/>	<input type="checkbox"/>

13. Install 2D / 3D physics engines	<input type="checkbox"/>	<input type="checkbox"/>
14. Configure 2D / 3D physics engines	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Observation Checklist

Assessment Task	<ul style="list-style-type: none"> Setup Bootstrap Implement Bootstrap 		
During the practical assessment, candidate demonstrated the following:	Yes	No	Remarks
1. Create/Import humanoid characters			
2. Use humanoid characters in the game			
3. Configure Model Import Settings			
4. Import Assets which are created outside framework			
5. Set Mode for 2D / 3D Graphic Interface			
6. Control Your Game through input Device			
7. Configure Mobile Device Input for gameplay			
8. Configure XR(X-Reality) Input for gameplay			
9. Configure different render pipelines process			
10. Use camera tool to create a scene space			
11. Perform post-processing of Scene			
12. Search Graphic tools for creating real-time Global Illumination			
13. Install 2D / 3D physics engines			
14. Configure 2D / 3D physics engines			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>	

Knowledge Assessment

Qualification	Information and Communication Technology (ICT) Level-5
Competency Standard	Add Bootstrap to incorporate responsiveness
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<p style="text-align: center;">COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/></p> <p>Name of the Assessor: _____</p> <p>Assessor's code: _____</p> <p>Signature of the Assessor: _____</p>

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

	Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)	Satisfactory	Not Satisfactory
1.	State any three advantages of creating a prototype? 		
2.	What file format does Unity supports for 3D model? 		

