Instruction Sheet for the Candidate

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Create New Project of gameplay
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	**To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):** 1. Set up game development environment 2. Design game work flow 3. Explore Package Manager
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	**Set up game development environment** 1. Integrate Framework Interface 2. Create Gameplay project 3. Make Scenes of gameplay 4. Make objects of gameplay 5. Add interactivity to the Project **Design game work flow** 1. Design C# Script Flow Cycle 2. Design Code repositories 3. Create Scripts of Game Objects **Explore Package Manager** 1. Install new package from registry 2. Configure package from local folder 3. Edit the Project manifest to install packages from all location 4. Switch versions of a package already installed. 5. Enable / Disable built-in packages.

	6. Debug packages for conflicts and errors

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Create New Project of gameplay
Purpose of Assessment	Formative Assessment
Assessment Task	1. Set up game development environment 2. Design game work flow 3. Explore Package Manager

I can………………

Performance Criteria	Yes	No
1. Integrate Framework Interface	☐	☐
2. Create Gameplay project	☐	☐
3. Make Scenes of gameplay	☐	☐
4. Make objects of gameplay	☐	☐
5. Add interactivity to the Project	☐	☐
6. Design C# Script Flow Cycle	☐	☐
7. Design Code repositories	☐	☐
8. Create Scripts of Game Objects	☐	☐
9. Install new package from registry	☐	☐
10. Configure package from local folder	☐	☐
11. Edit the Project manifest to install packages from all location	☐	☐
12. Switch versions of a package already installed.	☐	☐
13. Enable / Disable built-in packages.	☐	☐
14. Debug packages for conflicts and errors		☐

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Create New Project of gameplay

Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YET COMPETENT** ☐ **Name of the Assessor**_____ **Assessor's code:** _____ **Signature:** _____

Assessment Summary (to be filled by the assessor)							
Activity	**Method**					**Result**	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration			✓				
Knowledge Assessment		✓					
Other Requirement							

Observation Checklist

Assessment Task	1. Set up game development environment 2. Design game work flow 3. Explore Package Manager			
During the practical assessment, candidate demonstrated the following:	**Yes**	**No**	**Remarks**	
1. Integrate Framework Interface				
2. Create Gameplay project				
3. Make Scenes of gameplay				
4. Make objects of gameplay				
5. Add interactivity to the Project				
6. Design C# Script Flow Cycle				
7. Design Code repositories				
8. Create Scripts of Game Objects				
9. Install new package from registry				
10. Configure package from local folder				
11. Edit the Project manifest to install packages from all location				
12. Switch versions of a package already installed.				
13. Enable / Disable built-in packages.				
14. Debug packages for conflicts and errors				

Competent ☐	Not Yet Competent ☐

Knowledge Assessment

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Create New Project of gameplay
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	COMPETENT ☐ NOT YET COMPETENT ☐ Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

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 four key steps to create a game project.		
2. Name any two core components in interface framework.		
3. How does a package manager work?		

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Feedback to the Candidate

Candidate's Signature_____ **Assessor's Signature** _____