Instruction Sheet for the Candidate

Qualification	Game Developer **(Mobile App, Web & Game Development)**
Competency Standard	1. Explore/Install Game development framework 2. Create New Project of gameplay 3. Produce prototypes of gameplay ideas and features 4. Generate game scripts and storyboards 5. Animate Characters and objects 6. Insert Audio / video features of the game 7. Explore/use X -Reality
Purpose of Assessment	Summative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	**To meet this standard, you are required to complete the following within 04 Hrs. Time frame (for practical demonstration & assessment):** Design a Multiplayer 2D game for example (stick figure fight, tic tac toe, Sudoku) on a preset unity engine integrated with Visual Studio (animate required characters or elements, create Script, storyboards, add audio and visual features)
Time: 04 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	**Design a Multiplayer 2D game for example (stick figure fight, tic tac toe, Sudoku) on a preset unity engine integrated with Visual Studio (animate required characters or elements, create Script, storyboards, add audio and visual features)** 1. Select suitable Game Environment 2. Configure Game development framework 3. Create Gameplay project 4. Make Scenes/Objectives of gameplay 5. Design C# Script Flow Cycle 6. Design Code repositories

	7.	Debug packages for conflicts and errors
	8.	Create/Import humanoid characters
	9.	Set Mode for 2D Graphic Interface
	10.	Control Your Game through input Device
	11.	Configure different render pipelines process
	12.	Create Script to respond input from the player
	13.	Control the network state of the game
	14.	Set a Multiplayer Project
	15.	Animate 2d sprite character
	16.	Use Animator Controller to set animations of characters
	17.	Attach Audio source to objects
	18.	Add Different Audio Filters
	19.	Configure Video Player Component
	20.	Migrate from Movie Texture to video player

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Game Developer **(Mobile App, Web & Game Development)**
Competency Standard	1. Explore/Install Game development framework 2. Create New Project of gameplay 3. Produce prototypes of gameplay ideas and features

	4. Generate game scripts and storyboards 5. Animate Characters and objects 6. Insert Audio / video features of the game 7. Explore/use X -Reality
Purpose of Assessment	Summative Assessment
Assessment Task	Design a Multiplayer 2D game for example (stick figure fight, tic tac toe, Sudoku) on a preset unity engine integrated with Visual Studio. Design/Animate required characters or elements, Create Script and storyboards as required, also add audio/visual features

I can………………

Performance Criteria	Yes	No
1. Select suitable Game Environment	☐	☐
2. Configure Game development framework	☐	☐
3. Create Gameplay project	☐	☐
4. Make Scenes/Objectives of gameplay	☐	☐
5. Design C# Script Flow Cycle	☐	☐
6. Design Code repositories	☐	☐
7. Debug packages for conflicts and errors	☐	☐
8. Create/Import humanoid characters	☐	☐
9. Set Mode for 2D Graphic Interface	☐	☐
10. Control Your Game through input Device	☐	☐
11. Configure different render pipelines process	☐	☐
12. Create Script to respond input from the player	☐	☐
13. Control the networked state of the game	☐	☐
14. Set a Multiplayer Project	☐	☐
15. Animate 2d sprite character	☐	☐
16. Use Animator Controller to set animations of characters	☐	☐
17. Attach Audio source to objects	☐	☐
18. Add Different Audio Filters	☐	☐
19. Configure Video Player Component	☐	☐
20. Migrate from Movie Texture to video player	☐	☐

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Game Developer (Mobile App, Web & Game Development)
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Purpose of Assessment	Summative Assessment

Candidate Details	Name: _____
	Registration/Roll Number: _____Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YETCOMPETENT** ☐ **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	Design a Multiplayer 2D game for example (stick figure fight, tic tac toe, Sudoku) on a preset unity engine integrated with Visual Studio. Design/Animate required characters or elements, Create Script and storyboards as required, also add audio/visual features		
During the practical assessment, candidate demonstrated the following:	**Yes**	**No**	**Remarks**
1. Select suitable Game Environment			
2. Configure Game development framework			
3. Create Gameplay project			
4. Make Scenes/Objectives of gameplay			
5. Design C# Script Flow Cycle			
6. Design Code repositories			
7. Debug packages for conflicts and errors			
8. Create/Import humanoid characters			
9. Set Mode for 2D Graphic Interface			
10. Control Your Game through input Device			
11. Configure different render pipelines process			
12. Create Script to respond input from the player			
13. Control the networked state of the game			
14. Set a Multiplayer Project			
15. Animate 2d sprite character			

16.	Use Animator Controller to set animations of characters		
17.	Attach Audio source to objects		
18.	Add Different Audio Filters		
19.	Configure Video Player Component		
20.	Migrate from Movie Texture to video player		

Competent ☐   **Not Yet Competent** ☐

Knowledge Assessment

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	1. Explore/Install Game development framework 2. Create New Project of gameplay 3. Produce prototypes of gameplay ideas and features 4. Generate game scripts and storyboards 5. Animate Characters and objects 6. Insert Audio / video features of the game **7.** Explore/use X -Reality
Purpose of Assessment	Summative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YETCOMPETENT** ☐ 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. What is the basic structure for developing a game?		
2. State why C++ is more effective than Java in Game Development.		

3.	What is "Pixel Art"?		
4.	How can you reduce game lag?		
5.	Name some of the HTML5 framework game engines.		
6.	State three advantages and disadvantages of using packed buffers.		
7.	What is FPS?		
8.	What is a game loop?		

Feedback to the Candidate
Candidate's Signature_____ **Assessor's Signature** _____