

## Instruction Sheet for the Candidate

<b>Qualification</b>	Game Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Generate game scripts and storyboards
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name_____ Registration/Roll Number_____
<b>Guidance for Candidate</b>	<b>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration &amp; assessment):</b> <ul style="list-style-type: none"> <li>• Generate game scripts</li> <li>• Use Plugins</li> <li>• Create Story Board</li> </ul>
<b>Time: 03 Hrs.</b>	During a practical assessment, under observation by an assessor, you are required to
<b>Minimum Evidence Required</b>	<b>Generate game scripts</b> <ol style="list-style-type: none"> <li>1. Create Script to respond input from the player</li> <li>2. Create a structure that implements IJob.</li> </ol> <b>Use Plugins</b> <ol style="list-style-type: none"> <li>1. Search plugins for different platforms</li> <li>2. Install plugins where needed</li> <li>3. Configure installed plugins</li> </ol> <b>Create Story Board</b> <ol style="list-style-type: none"> <li>1. Control the network state of the game</li> <li>2. Send and receive network messages</li> <li>3. Make remote procedure calls (RPCs) from servers to clients.</li> <li>4. Send network events from servers to clients.</li> <li>5. Set a Multiplayer Project</li> <li>6. Create matches / advertise matches.</li> </ol>

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## Self-Assessment Checklist

<b>Candidate Name</b>	
<b>Registration No.</b>	
<b>Qualification</b>	Game Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Generate game scripts and storyboards
<b>Purpose of Assessment</b>	Formative Assessment
<b>Assessment Task</b>	<ul style="list-style-type: none"> <li>Generate game scripts</li> <li>Use Plugins</li> <li>Create Story Board</li> </ul>

I can.....

Performance Criteria	Yes	No
1. Create Script to respond input from the player	<input type="checkbox"/>	<input type="checkbox"/>
2. Create a structure that implements IJob.	<input type="checkbox"/>	<input type="checkbox"/>
3. Search plugins for different platforms	<input type="checkbox"/>	<input type="checkbox"/>
4. Install plugins where needed	<input type="checkbox"/>	<input type="checkbox"/>
5. Configure installed plugins	<input type="checkbox"/>	<input type="checkbox"/>
6. Control the network state of the game	<input type="checkbox"/>	<input type="checkbox"/>

7. Send and receive network messages	<input type="text"/>	<input type="text"/>
8. Make remote procedure calls (RPCs) from servers to clients.	<input type="text"/>	<input type="text"/>
9. Send network events from servers to clients.	<input type="text"/>	<input type="text"/>
10. Set a Multiplayer Project	<input type="text"/>	<input type="text"/>
11. Create matches / advertise matches.	<input type="text"/>	<input type="text"/>

Candidate's Signature\_\_\_\_\_ Assessor's Signature\_\_\_\_\_

Date: \_\_\_\_\_

## Assessors Judgment Guide

<b>Qualification</b>	Game Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Generate game scripts and storyboards
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Signature: _____
<b>Assessment Outcome</b>	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> 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

<b>Assessment Task</b>	<ul style="list-style-type: none"> <li>Generate game scripts</li> <li>Use Plugins</li> <li>Create Story Board</li> </ul>			
<b>During the practical assessment, candidate demonstrated the following:</b>		<b>Yes</b>	<b>No</b>	<b>Remarks</b>
1.	Create Script to respond input from the player			
2.	Create a structure that implements IJob.			
3.	Search plugins for different platforms			
4.	Install plugins where needed			
5.	Configure installed plugins			
6.	Control the network state of the game			
7.	Send and receive network messages			
8.	Make remote procedure calls (RPCs) from servers to clients.			
9.	Send network events from servers to clients.			
10.	Set a Multiplayer Project			
11.	Create matches / advertise matches.			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

## Knowledge Assessment

<b>Qualification</b>	Game Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Generate game scripts and storyboards
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
<b>Assessment Outcome</b>	<div style="display: flex; justify-content: space-around; align-items: center;"> <span><b>COMPETENT</b> <input type="checkbox"/></span> <span><b>NOT YET COMPETENT</b> <input type="checkbox"/></span> </div> 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 a script class?		
2.	What are the steps to create a storyboard?		
3.	What is the difference between a script and a storyboard?		

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