

Unit Title: Computer Game Development	
Level:	Two
Credit Value:	10
GLH:	80
OCNLR Unit Code:	KJ3/2/LQ/012
Ofqual Unit Reference Number:	D/617/4753

*This unit has 5 learning outcomes*

LEARNING OUTCOMES	ASSESSMENT CRITERIA
<b>The learner will:</b>	<b>The learner can:</b>
1. Be able to plan a digital game to a specific brief.	1.1. Create an original outline narrative for a game. 1.2. Create a storyboard of sketches and a script from the original outline narrative, including: a) characters / subject b) communication c) locations. 1.3. Create a work plan to produce the game design with reference to appropriate: a) assets b) resources c) timescales. 1.4. Identify key legal issues regarding game design in relation to: a) copyright of assets b) game distribution. 1.5. Ensure the proposed digital game will be lawful within the UK and for the intended market.
2. Be able to design the game and test plan.	2.1. Produce a detailed narrative from the outline planned. 2.2. Create a range of visualisations that illustrate key aspects of the game.

	<p>2.3. Identify a range of tests to validate the concepts of the game.</p> <p>2.4. Logically order the identified tests to outline the process for a games tester.</p> <p>2.5. Create a game proposal that references all game components, the narrative and key gameplay concerns.</p>
3. Be able to create games from designs.	<p>3.1. Select appropriate software for game development.</p> <p>3.2. Create a playable game in line with own game proposal.</p> <p>3.3. Test the game's functions to ensure it operates as planned and review as necessary.</p>
4. Understand how to review the game against the original brief.	<p>4.1. Critically review the finished product, identifying key strengths and key areas for improvement</p> <p>4.2. Arrange for review by others, and record feedback received.</p> <p>4.3. Identify some key constraints that influenced design decisions made.</p>
5. Be able to log and record project data.	<p>5.1. Produce accurate written records of relevant information about assets obtained such as:</p> <ul style="list-style-type: none"> <li>a) source ownership</li> <li>b) any restrictions on use</li> <li>c) where they are located, filenames given.</li> </ul>

## Assessment

The grid below provides suggestions for the types of assessment activities that can be used with the unit attached to provide evidence for the learner's portfolio. Please refer to the OCN London Assessment Guidance document for definitions of each activity and the expectations for assessment practice and evidence for moderation.

Case Study		Project	✓
Written question & answer/test/exam		Role play/simulation	
Essay		Practical demonstration	✓
Report	✓	Group discussion	
Oral question and answer	✓	Performance/exhibition	
Written description	✓	Production of artefact	✓
Reflective log/diary		Practice file	