

OCR CREATIVE iMEDIA

UNIT R092—Developing Digital Games

LO1: Understand game creation hardware, software and peripherals		
MB1: 1 – 3 marks	MB2: 4 – 6 marks	MB3: 7 – 9 marks
<p>Produces a summary of the capabilities and limitations of a limited range of 2D and 3D software used for digital game creation which demonstrates limited understanding.</p> <p>Demonstrates a limited understanding of gaming platform hardware and peripherals required to create and test digital games.</p>	<p>Produces a summary of the capabilities and limitations of a range of 2D and 3D software used for digital game creation which demonstrates sound understanding.</p> <p>Demonstrates a sound understanding of gaming platform hardware and peripherals required to create and test digital games.</p>	<p>Produces a summary of the capabilities and limitations of a range of 2D and 3D software used for digital game creation which demonstrates thorough understanding.</p> <p>Demonstrates a thorough understanding of gaming platform hardware and peripherals required to create and test digital games.</p>

LO2: Be able to plan the creation of a digital game		
MB1: 1 – 6 marks	MB2: 7 – 11 marks	MB3: 12 – 15 marks
<p>Produces an interpretation from the client brief for a digital game which meets few of the client requirements.</p> <p>Produces a limited identification of target audience requirements.</p> <p>Draws upon limited skills/knowledge/understanding from other units in the specification.</p> <p>Demonstrates a basic understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is limited.</p> <p>Creates a test plan for the digital game which tests some of the functionality.</p> <p>Applies basic design techniques to the planning of the game structure, including limited reference to pathways, game play and game mechanics and with limited consideration of the success criteria.</p> <p>Sources and stores the assets to be used in the digital game occasionally using methods that are appropriate.</p> <p>Demonstrates a limited understanding of legislation in relation to the use of assets, ideas and concepts in a digital game.</p>	<p>Produces an interpretation from the client brief for a digital game which meets most of the client requirements.</p> <p>Produces a clear identification of target audience requirements.</p> <p>Draws upon some relevant skills/knowledge/understanding from other units in the specification.</p> <p>Demonstrates a sound understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is sound.</p> <p>Creates a test plan for the digital game which tests most of the functionality, identifying expected outcomes.</p> <p>Applies sound design techniques to the planning of the game structure, including some reference to pathways, game play and game mechanics and with some consideration of the success criteria.</p> <p>Sources and stores the assets to be used in the digital game mostly using methods that are appropriate.</p> <p>Demonstrates a sound understanding of legislation in relation to the use of assets, ideas and concepts in a digital game.</p>	<p>Produces an interpretation from the client brief for a digital game which fully meets the client requirements.</p> <p>Produces a clear and detailed identification of target audience requirements.</p> <p>Clearly draws upon relevant skills/knowledge/understanding from other units in the specification.</p> <p>Demonstrates a thorough understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is comprehensive.</p> <p>Creates a clear and detailed test plan for the digital game which fully tests the functionality, listing tests, expected and actual outcomes and identifying re-tests.</p> <p>Applies detailed design techniques to the planning of the game structure, including extensive reference to pathways, game play and game mechanics and with thorough consideration of the success criteria.</p> <p>Sources and stores the assets to be used in the digital game consistently using methods that are appropriate.</p> <p>Demonstrates a thorough understanding of legislation in relation to the use of assets, ideas and concepts in a digital game.</p>

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LO3: Be able to create a digital game		
MB1: 1 – 5 marks	MB2: 6 – 9 marks	MB3: 10 – 12 marks
<p>Needs considerable support to select and use appropriate software features to create a digital game.</p> <p>Occasionally uses basic geometric parameters to manipulate object(s) and environment(s), displaying limited accuracy.</p> <p>Occasionally uses properties to set parameters and manipulate (where appropriate) a limited number of objects and environments.</p> <p>Imports assets into the digital game, some of which are not appropriate.</p>	<p>Needs some support to select and use appropriate software features to create a digital game.</p> <p>Uses geometric parameters most of the time to manipulate object(s) and environment(s), displaying some accuracy.</p> <p>Mostly uses properties to set parameters most of the time and manipulate (where appropriate) some objects and environments.</p> <p>Imports assets and combines components that are mostly appropriate throughout the digital game.</p>	<p>Independently selects and uses appropriate software features to create a digital game.</p> <p>Consistently uses geometric parameters to manipulate object(s) and environment(s), displaying excellent accuracy.</p> <p>Consistently uses properties to set parameters and manipulate (where appropriate) all relevant objects and environments.</p> <p>Imports assets and combines components, which are consistently appropriate, effectively throughout the digital game.</p>
MB1: 1 – 6 marks	MB2: 7 – 11 marks	MB3: 12 – 15 marks
<p>Creates a limited range of basic interactions using the software to aid in game-play experience. The interactions have limited appropriateness to the brief.</p> <p>Creates game-play controls that are sometimes appropriate and partly operational. Uses basic algorithms which are sometimes appropriate. The algorithms work some of the time.</p> <p>Saves, exports and publishes the digital game with some components and assets working, to form a partially functional game that in part reflects the game design in relation to the client brief.</p> <p>Occasionally saves electronic files using appropriate file and folder names and structures.</p>	<p>Creates a range of appropriate interactions, some advanced, using the software to enhance the game-play experience. The interactions are mostly appropriate to the client brief.</p> <p>Creates game-play controls that are mostly appropriate and mostly operational. Uses basic algorithms which are mostly appropriate. The algorithms work most of the time.</p> <p>Saves, exports and publishes the digital game with most components and assets working, to form a fully functional game that generally reflects the game design in relation to the client brief.</p> <p>Mostly saves electronic files using file and folder names and structures which are consistent and appropriate.</p>	<p>Creates a wide range of appropriate interactions, effectively using the software to enhance the game-play experience. The interactions are consistently appropriate to the client brief.</p> <p>Creates game-play controls that are consistently appropriate and fully operational. Uses basic algorithms which are consistently appropriate. The algorithms work consistently.</p> <p>Saves, exports and publishes the digital game with all components and assets working, to form a fully functional game that fully reflects the game design in relation to the client brief.</p> <p>Consistently saves electronic files using file and folder names and structures which are consistent and appropriate.</p>

LO4: Be able to review the creation of a digital game		
MB1: 1 – 4 marks	MB2: 5 – 7 marks	MB3: 8 – 9 marks
<p>Produces a review of the digital game which demonstrates a limited understanding of what worked and what did not, making few references back to the brief.</p> <p>Partly tests the digital game with limited reference to the brief and to a test plan.</p> <p>Review identifies areas for improvement and further development of the digital game, some of which are appropriate and sometimes are explained.</p>	<p>Produces a review of the digital game which demonstrates a reasonable understanding of what worked and what did not, mostly referencing back to the brief.</p> <p>Tests most of the digital game with some reference to the brief and to a test plan.</p> <p>Review identifies areas for improvement and further development of the digital game, which are mostly appropriate and explained well.</p>	<p>Produces a review of the digital game which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief.</p> <p>Fully tests the digital game with clear reference to the brief and to a test plan.</p> <p>Review identifies areas for improvement and further development of the digital game, which are wholly appropriate and justified.</p>