Functional Area - Operations Management

Title	Perform game design
Code	107916L5
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in game design. Game design is a series of activities based on a prescribed methodology to start with an idea for a game and develop it into a finished product. This UoC is concerned with the capabilities, considerations and activities for game design as carried out by a designer.
Level	5
Credit	6

Competency	Performance Requirements
	1. Knowledge for game design and development
	
	• Realize the philosophy and guidelines of the organisation towards game development
	• Understand the budget and other resources constraints for game projects
	• Understand the market requirements for game products
	• Possess good literacy and communication skills
	• Possess proficient knowledge in design skills and methodologies, and well versed in the followings:
	   ○ Visual design
	   ○ Drawing
	   ○ Programming
	   ○ Storytelling
	   ○ User interface design
	   ○ 2D and 3D graphics
	   ○ Animation, etc.
	• Understand common script languages, such as:
	   ○ LUA
	   ○ Python for quest development, etc.
	• Possess the personal traits of a competent game designer, such as:
	   ○ Creativity
	   ○ Patience
	   ○ Persistence, etc.
	
	2. Perform game design
	
	• Identify the target market for the game, including the sex, age, nationality, etc. of the potential players
	• Determine the target platform for the game, such as:
	   ○ Mobile
	   ○ PC
	   ○ Console (Xbox, Wii, MMORPG, standalone, etc.)
	• Define and create the fundamental elements of the game, which may include:
	   ○ The game system mechanism and game background
	   ○ The setting, storyline, rules, characters, interface and codes of playing
	   ○ The goal for players and the game quest
	• Perform detailed design of the proposed game in a stepwise methodology similar to the followings:
	   ○ Confirm a design treatment, which is a quick description of the game's unique features and target audience

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- o Prepare a preliminary design for deliberating the game's rules, content and behaviour in qualitative manner
- o Circulate the above design document to and discuss with members of the game development team
- o Arrive at a final game design after iterative refining and updating
- o Prepare the product specification with details on how the features adopted in the final design will be implemented
- o Determine the look and feel of the game's characters, maps, props, etc.
- o Work on the interactive screenplay, which contains the dialogues and storyline implemented into the game, etc.
- Take care of and prevent possible mistakes or pitfalls in the design process, for examples:
  - o The game is offbase and inapplicable to the organisation
  - o The design is beyond the allowable budget
  - o The game is not fun enough or lacking in contents from the perspective of players, etc.
- Present the final game design proposal to the game development team for comment and approval for implementation
- In case if the game proposal is approved and implemented:
  - o Keep necessary updating of the product specifications during development
  - o Keep track of the project's progress in order to meet important deadlines
  - o Ensure what gets done about the game is satisfactory, etc.

3. Exhibit professionalism

- Always perform the game design with full dedication and effort, and in an efficient and effective manner
- Always perform the game design with originality without illegal plagiarizing or reproduction

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<td>Assessment Criteria</td>
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The integrated outcome requirements of this UoC are the abilities to:

- Conduct the game design according to prescribed methodology / procedures and produce related game specifications / documents accordingly; and
- Complete the game design work within required time frame and budget constraints

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