

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Create game specification
Code	107917L5
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in game design and development. Game specification basically includes the game design document that specifies the story background and the functional specification that specifies the game flow. This UoC is concerned with the abilities and procedures in creating such documents, using game specific glossaries and following the organisation's required formats and styles.
Level	5
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for game specification</p> <ul style="list-style-type: none"> • Realize the philosophy and guidelines of the organisation towards game development • Master the concepts and development life cycle for game applications • Fully understand the key successful elements of a game • Fully grasp the purposes, contents and target audiences of the game specification • Possess good understanding about the strength and weakness of the organisation's development team and other supporting resources • Possess proficient literacy skill in drafting and expressing ideas efficiently and concisely <p>2. Create game specification</p> <ul style="list-style-type: none"> • Always prepare game specifications with the concept that they are to convert game ideas into concrete and detailed reality on paper • Produce the game specification with the following ideas in mind: <ul style="list-style-type: none"> ○ It should be written from the user's perspective ○ It serves as the skeleton for the vision expressed in the game concept and game proposal at an earlier stage ○ It also serves as the foundation for the game technical specifications ○ It facilitates the scheduling and commencement of the game development processes ○ It is a living document in that it will undergo changes especially during implementation, etc. • Draft the detailed contents of the game specification according to but not restricted to the following sectioning and descriptions: <ul style="list-style-type: none"> ○ Story - the background and synopsis of the story, with description of the game characters ○ Game mechanics - such as the game play, game flow, game play elements, etc. ○ User interface - such as the flowcharts, functional requirements, mockups and graphical user interface (GUI) objects ○ Art and video - specify the overall goal, characteristics, style, mood and colour, etc. for the game ○ Sound and music - define the mood and required sound in the game and where they are to be used ○ Level requirements - define the goals for each level of the game to facilitate those level designers • Review and refine the game specification, exercise judgement to avoid mistakes and loopholes such as the followings:

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	<ul style="list-style-type: none"> ○ List just the functions without their detailed description, thus no references for subsequent development ○ Provide too much details on the other hand, which hinders development as well ○ Existence of inconsistent materials or descriptions ○ Ambiguous presentation of materials ○ Fluctuating vision presentation ○ Overwhelming personal style in the design, etc. <ul style="list-style-type: none"> ● Present the game specification to management or the game development team for comment and approval <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> ● Always create the game specification with full dedication and originality, without illegal copying or plagiarizing ● Always create the game specification according to organisational guidelines, and with due consideration for the players
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> ● Complete the game specification creation task within the defined time and budget of the project requirement specifications; and ● Review and refine the game specification according to the stage of the game development life cycle
Remark	