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

Functional Area - Operations Management

Title	Develop game level
Code	107933L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved with games development. Game level is one the key elements in the design and development of almost all kind of games. This UoC is concerned with the activities and issues about levels development, which is a key process in the entire games development life cycle.
Level	4
Credit	3
Competency	Performance Requirements 1. Knowledge for game level design and development • Realise the philosophy and guidelines of the organisation towards game development • Possess good understanding about the requirements of the development team for: o Game specifications prepared and released o The details of game level design completed and approved o Other related requirements • Possess good understanding about those programming techniques applicable to games • Master popular languages commonly used for game programming 2. Development of game levels • Conduct game level design according to popular level design processes, which usually include the following steps: o Preparation of thumbnail sketches o Discuss the concept with designer in the game development team o Prepare a detailed paper version of the design for seeking further advices, listing those mission specific code and art o Create the core of the level which establish the core game play o Fill in those finer details and update the paper design and task lists o Carry out a play test and may invite those designers to play their levels o Keep track of all bugs, feedback and tasks as reported • Conduct the actual development work with designated languages, tools, platforms and other resources • Carry out the development work following the common iterative steps until completion: o Coding o Testing o Debugging • Establish a centralised database with level specific issues and feedback • Conduct play test repeatedly and treat it as an ongoing process • Review the problems identified / discovered and make appropriate modification work 3. Exhibit professionalism • Always committed to full devotion in all activities related to game level development • Always perform the game level development according to prescribed specifications and requirements
Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Complete the game level development and produce results as specified in the design process; and

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	• Perform the game level development within time and budget constraints
Remark	