

Open Awards Qualification Unit



This unit forms part of a regulated qualification.

1 Unit Details

Unit Title:	Designing 2 Dimensional Computer Games
Unit Reference Number:	T/615/5173
Level:	1
Credit Value:	3
Minimum GLH:	24

2 Learning Outcomes and Criteria

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Be able to identify different types of computer games	1.1 Identify a minimum of 3 different types of computer games and the platforms on which they are run
	1.2 Outline the different features used in each computer game
2. Be able to plan a new 2D computer game from a given brief	2.1 From a given brief, identify the purpose and intended audience
	2.2 State objective for the game including <ul style="list-style-type: none"> a) Start point b) End point
	2.2 Identify the following: <ul style="list-style-type: none"> a) Features to be included b) Assests required c) Any copyright restrictions d) Appropriate file formats and types e) Appropriate game engine
	2.2 Create a basic sequential project plan including <ul style="list-style-type: none"> a) Hardware and software required b) Development plan c) Deadlines

<p>3. Be able to create a new 2D game from a given brief</p>	<p>3.1 Create game using assets identified</p> <hr/> <p>3.2 Add events, actions and properties to game</p> <hr/> <p>3.3 Test game and made edits where necessary</p> <hr/> <p>3.4 Save and export game in required format</p>
<p>4 Be able to obtain feedback and review game created</p>	<p>4.1 Obtain feedback from others</p> <hr/> <p>4.2 Outline how the game created satisfies the initial brief</p> <hr/> <p>4.3 Identify areas for further development of own skills</p>