# Stage 2 Game Development

**Specialised Skills Task 1**

This skills and application task will require you to demonstrate your skills in coding and the use of multimedia/game authoring software (i.e. Game-Maker Studio or Unity) to produce a simple platform or top down adventure game.

Through this task you will demonstrate your proficiency in the use of recommended processes and techniques, knowledge, and skills in the development of the specified outcomes listed below:

* Character movement within set environment
* Jumping and gravity if a platform game
* Non-Player Character (NPC) dialogue
* Incorporate 2 levels
* Collectables
* Score
* Enemy threats
* Shooting
* Health and lives
* Start screen and end screen

Be sure to start the task by providing a concise description of the type of game to be created and prioritise the set of features that you will be pursuing in this specialised skills task.

A high achievement will be determined by:

* The number of features successfully implemented
* How independently you worked through problems to find suitable solutions
* The level of sophistication achieved
* How effectively you collaborated with your peers to assist in solving any technical or coding issues

Clear and concise technical comments must be included within the code implemented.

It is recommended that past workshops, online resources and forums are employed to assist you in developing and problem solving any issues whilst producing your application features.

When completed, create a 2-minute demonstration video (must be narrated) that:

1. demonstrates the functionality of the application outcomes

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| **Assessment** |  |
| Production | P1P2 | Application of skills, processes, procedures and techniques to create a solution.Development of solutions to technical problems or recommendations for improvement. |
| Evaluating | E1 | Evaluation of the solution features, realisation process and/or response to issues. |

1. discusses any specific technical problems that arose and how solutions were found and implemented