**Stage 2 Game Development**

**Specialised Skills Task 2**

This task is designed to demonstrate your understanding of fundamental game design principles, including:

* Game mechanics,
* Player motivation,
* Structure,
* Gameplay in a 2D environment

You will be required to demonstrate your skills in creativity and innovation, critical thinking, problem solving, communication and collaboration.

This task requires you to produce ideas and concepts using *‘paper and rapid prototyping techniques’* to produce concepts for the following:

* Design/concept art for a player character
* Set of simple storyboards that outline the goals/purpose of the game
* Environment in which each scenario is set

Through this skills task you will demonstrate your proficiency in the use of recommended processes and techniques, knowledge, and skills. Your work must be presented in a digital multimedia format and includes the following:

* The genre of the game?
* Your character design mock-ups including annotated information in relation to character actions and features. Evidence should include the process from sketch to digital mock-up.
* 3-4 short storyboards (provided on next page) of player challenges (win or lose scenarios)

The presentation must include narration to discuss the process employed (i.e. iteration/collaboration/surveys) and an evaluation/explanation of the final concepts produced.

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| **Assessment** |  |
| Production | P1  P2 | 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. |

