

Instruction Sheet for the Candidate

Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design Game Screens using different frameworks
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____
	Registration/Roll Number_____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Discover game screen development concepts • Set game-play mechanics • Design Game Theme
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	<p>Discover game screen development concepts</p> <ol style="list-style-type: none"> 1. Identify the methods of game screens development for smart phones 2. Identify methods for desktop screen/web based games development 3. Design Initial Paintings 4. Design shapes 5. Add texture <p>Set game-play mechanics</p> <ol style="list-style-type: none"> 1. Design characters 2. Design levels and puzzles 3. Design art and animation <p>Design Game Theme</p> <ol style="list-style-type: none"> 1. Build game themes using screen development techniques 2. Integrate the screen concepts and game play mechanics

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design Game Screens using different frameworks
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Discover game screen development concepts • Set game-play mechanics • Design Game Theme

I can.....

Performance Criteria	Yes	No
1. Identify the methods of game screens development for smart phones	<input type="checkbox"/>	<input type="checkbox"/>
2. Identify methods for desktop screen/web based games development	<input type="checkbox"/>	<input type="checkbox"/>
3. Design Initial Paintings	<input type="checkbox"/>	<input type="checkbox"/>
4. Design shapes	<input type="checkbox"/>	<input type="checkbox"/>
5. Add texture	<input type="checkbox"/>	<input type="checkbox"/>
6. Design characters	<input type="checkbox"/>	<input type="checkbox"/>
7. Design levels and puzzles	<input type="checkbox"/>	<input type="checkbox"/>
8. Design art and animation	<input type="checkbox"/>	<input type="checkbox"/>
9. Build game themes using screen development techniques	<input type="checkbox"/>	<input type="checkbox"/>
10. Integrate the screen concepts and game play mechanics	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design Game Screens using different frameworks
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor _____ Assessor's code: _____ Signature: _____

Assessment Summary (to be filled by the assessor)							
Activity	Method					Result	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration			✓				
Knowledge Assessment		✓					
Other Requirement							

Observation Checklist

Assessment Task	<ul style="list-style-type: none"> Discover game screen development concepts Set game-play mechanics Design Game Theme 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Identify the methods of game screens development for smart phones			
2.	Identify methods for desktop screen/web based games development			
3.	Design Initial Paintings			
4.	Design shapes			
5.	Add texture			
6.	Design characters			
7.	Design levels and puzzles			
8.	Design art and animation			
9.	Build game themes using screen development techniques			
10.	Integrate the screen concepts and game play mechanics			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	Theme Developer (Mobile App, Web & Game Development)
Competency Standard	Design Game Screens using different frameworks
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<div style="display: flex; justify-content: space-around; align-items: center;"> COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> </div> Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)		Satisfactory	Not Satisfactory
1.	Name any two tools for game development.		
2.	Can we make one App (game) which would work in all platforms?		
3.	What is difference between motion and animation of gaming?		

Feedback to the Candidate
Candidate's Signature_____ Assessor's Signature _____