



COMPUTER GAMES DEVELOPMENT SUBJECT OVERVIEW NOVEMBER 2020- January 2021 DATES AND DEADLINES

SUBJECT	November	December	January
Computer Games Development	<p>Design - Outcome 2</p> <p>Create a proposal for a new computer game.</p> <p>(a) Identify a title, theme and genre for proposed computer games (b) Identify the platform for the proposed computer games (c) Describe design elements for the proposed computer games, referring to existing games</p>	<p>Design - Outcome 3</p> <p>Produce a design document for a computer game.</p> <p>(a) Produce a design document consistent with a design proposal (b) Describe design elements for a proposed game (c) Produce a list of assets for the proposed game</p> <p>Design Section Multiple Choice Assessment</p>	<p>Media Assets - Outcome 1</p> <p>Identify sources of media assets. Identify:</p> <p>(a) Types of media assets (b) Legislation covering Copyright (c) Copyright infringement (d) Sources for copyright free assets</p>