



Overview of work Jan to April 2021

Year Group S3 Computer Games Development (SCQA Level 4 & 5)

January

Unit title: Computer Games: Media Assets – Outcome 1

Identify sources of media assets.

- a. Identify types of media asset
- b. Identify legislation covering copyright
- c. Identify criteria for copyright infringement
- d. Identify sources of simple, copyright-free media assets

February

Unit title: Computer Games: Media Assets – Outcome 2

Plan the production of assets for a computer game.

- a. Identify different types of simple media assets to be produced for a computer game
- b. Produce a list of basic features of software tools required to create simple game assets
- c. Identify basic software tools for the acquisition, editing and creation of the media assets
- d. Identify sources of simple, copyright-free media assets for a computer game

Unit title: Computer Games: Media Assets – Outcome 3

Produce media assets for a computer game.

- a. Acquire a simple, copyright-free media asset for a computer game
- b. Produce a simple 2D graphical media asset for a computer game
- c. Produce a simple audio media asset for a computer game

March

Unit title: Computer Games: Development - Outcome 1

Create a working computer game.

- a. Construct a working game based on a given game design document, using a game development tool
- b. Correctly add media assets as specified in the game design document
- c. Define game objects and their properties and functions

Unit title: Computer Games: Development - Outcome 2

Test the computer game.

- a. Produce a list of functional tests
- b. Test the main functions of the computer game
- c. Rectify major errors

April

Unit title: Computer Games: Development - Outcome 3

Evaluate the computer game.

- a. Identify where the game matches or differs from the game design document
- b. Justify any differences between the game design document and the completed game
- c. Review the computer game

Complete course