Corinda State High School

Year 7 Digital Technologies: Game Design

Student	
Teacher	

What is my task?

Complete at least one Beginner Skillmaps and at least one Next Level Skillmaps before planning a game.

The game needs to tell the story of an aboriginal Totem.

At the start of the game players will be asked to find the Totem, told some information about it and given the instructions of the game.

The core of the game is up to the player but needs to be culturally sensitive and at then end of the game players will find the Totem.

There are a few important rules about Totems that must be followed:

- The player cannot be the Totem.
- The player cannot interact with the Totem.
- The Totem cannot talk to the player.

Criteria Mapping

Criteria	Assessment
Generating and designing	Look & Feel
Producing and implementing	Code
Collaborating and managing	Overall quality of document & game

What do I need to do to complete the task?

1. Think about the genre of game you want to create:
   - A platform game.
   - A scrolling game.
   - A platform game.
   - A topdown game.
   - A collecting game.
2. Complete the tutorials that are related to that genre of game.
3. Update and improve the game based on topic chosen.
4. Complete a report which will include the following headings:
   - Link to Game:
   - Genre of Game:

- Topic of Game:
- How did you improve/change the way the game looks from the tutorial?
  (include a description and screenshot of the game)
- How did you improve/change the code game from the tutorial?
  (include a description and screenshot of the code)

Conditions

Written responses including graphical representations 200–300 words.

Individual/group: Individual work

Class/es	
Date issued	02/06/2025
Due date/s	20/06/2025
Submission deadline	8:30am

Checkpoints

☐   06/06/2025:   Checkpoint: theme and style chosen

Glossary

Authentication strategies

- Submit a plan for the development of your response to your teacher
- Complete work in class — your teacher will observe you and may use annotations or notes to record the development of your response
- Submit a draft to your teacher
- Submit your work through the academic integrity software program

Student			Year		7
Learning area/subject	Digital Technologies				
Task	Game Design				

A	B	C	D	E
The student work has the following characteristics:				
Processes and production skills — Generating and designing				
considered development and modification of creative digital solutions	effective development and modification of creative digital solutions	development and modification of creative digital solutions	partial development and modification of aspects of creative digital solutions	fragmented development and/or modification of aspects of creative digital solutions
Processes and production skills — Producing and implementing				
proficient implementation of algorithms in a general-purpose programming language	effective implementation of algorithms in a general-purpose programming language	implementation of algorithms in a general-purpose programming language	partial implementation of algorithms in a general-purpose programming language	directed implementation of algorithms
Processes and production skills — Collaborating and managing				
proficient selection and use of a range of digital tools to efficiently and responsibly: • create, locate and share content • plan, collaborate on and manage projects	effective selection and use of a range of digital tools to efficiently and responsibly: • create, locate and share content • plan, collaborate on and manage projects	selection and use of a range of digital tools to efficiently and responsibly: • create, locate and share content • plan, collaborate on and manage projects	variable selection and use of a range of digital tools to partially: • create, locate and/or share content • plan, collaborate on and/or manage projects	directed selection and use of a range of digital tools

Feedback: