

Game design and development regional Competition.

Western Australia.

Perth, North.

Venue:

Monday 23rd November. 9 am – 5 pm

Central institute of technology - e-central

140 royal Street East Perth

Introduction room B201

Competition room B313

Judges

Anthony Carriero - anthony.carriero@central.wa.edu.au

Andy Hawkins - andy.hawkins@central.wa.edu.au

DTWD WA State & regional manager World Skills

Fiona Johnson.



Government of **Western Australia**
Department of Training
and Workforce Development



central
INSTITUTE OF TECHNOLOGY

World skills game design and development competition schedule

Monday 23rd November 2015

9.00 am - 9.25am Introduction – B201 Lecture theatre
9.30 am – 11.00 am - B313 Competition QTR 1
Short break 11.00 am- 11.15am
11.15 am – 12.30 pm - B313 Competition QTR 2
Lunch - B202 (Room in front of lecture theatre) 12.30 pm – 1.30 pm
1.30 pm – 3.00 pm - B313 Competition QTR 3
Short break 3.00 pm- 3.15pm
3.15 pm – 4.30 pm - B313 Competition QTR 4
4.30pm – 5.00 pm - B313 Competition Debrief and survey

General notes

- Lunch is provided.
- You need to bring a Writing instrument and sketch/note pad.
- You are encouraged to take notes during the initial briefing and ask for clarification if needed.
- Details of the brief and what is required will be delivered during the introduction.

Software

- You can use any graphics creation software on the machines but UNITY 3D must be used as the main development package.
- Microsoft word should be used for the design documents.

Resources

- The unity scripting reference and unity manual are found on the your machine
[C:\Program Files \(x86\)\Unity\Data\Documentation\Documentation](C:\Program Files (x86)\Unity\Data\Documentation\Documentation)
- There is a small sound library provided on the desktop.
- Wacom tablets

Rules

- NO talking between competing teams when competition time is running
- NO internet
- NO use of outside resource- use only what is supplied.
- You may ask questions if relevant to the other competitors
- When the time is up you must step away from machine and have your documentation and game build displayed on your monitor.
- Teams of 2 or individuals are allowed. We will gather this final info on the day.
- Mobile phones must be set to silent and visible to judges at all times on your desk.