

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Game Programming and Quality Assurance					
TSC Title	Game Level Development					
TSC Description	Develop scripts to implement quests, missions and challenges to achieve the vision of gameplay					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-GDP-2009-1.1	MED-GDP-3009-1.1	MED-GDP-4009-1.1		
		Write scripts to implement specific scenarios to support the implementation of gameplay for specific game levels	Execute the technical implementation of game levels through developing, refining and optimising programs and scripts	Lead the technical implementation of quests, missions and challenges		
Knowledge		<ul style="list-style-type: none"> Level maps and scenarios Scripting languages used in game level implementation Formats, terminologies and approaches used in game and level design documents Level editing tools and level editor modules of game engines Documentation of level scripts 	<ul style="list-style-type: none"> Game design and level design principles and concepts Game balance theories and concepts Level maps and scenarios High-level programming languages Scripting languages used in game level implementation Scripting approaches for complex events for game levels Prototyping for level design and implementation Technical efficiencies in level scripting Level editing tools and level editor modules of game engines 	<ul style="list-style-type: none"> Game design and level design principles and concepts Prototyping approaches for level design and implementation Technical efficiencies in level scripting Game engine features and functionalities Game balance theories and concepts Testing and Quality Assurance(QA) processes in games 		
Abilities		<ul style="list-style-type: none"> Interpret technical briefs to understand scripting requirements for assigned level elements Import gameplay assets from asset pipelines into 	<ul style="list-style-type: none"> Analyse technical briefs and level design documents to understand the scope of level design implementation for assigned levels 	<ul style="list-style-type: none"> Ideate the implementation of level designs with design and programming teams Develop technical brief to communicate level scripting requirements 		

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		<p>the development environment</p> <ul style="list-style-type: none"> • Write scripts to implement specific scenarios to support the implementation of specific missions or quests in games • Test and debug scripts to identify and resolve issues • Maintain updated documentation for level scripting 	<ul style="list-style-type: none"> • Create flow charts to guide the junior programmers in developing level scenarios • Write scripts to implement complex events for game levels • Create functional prototypes for game levels to iteratively refine to the final output • Review own scripts and those developed by junior programmers • Review the overall level scripts and lead modifications for efficiency • Optimise level scripts based on feedback from QA 	<ul style="list-style-type: none"> • Advise on the implementation of level design features to suggest modifications to level designs • Determine the tools for implementation of level designs • Drive the prototyping of game levels to iteratively refine the final output • Oversee the testing and QA processes for level development to achieve the desired features and functionalities 		
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