



Flat Reality

PROFESSIONAL COMPETENCY CERTIFICATION

GAME DESIGN - MIDDLE LEVEL



Awarded to:

ANDY SCARLETT

For successfully completing the
Flat Reality Professional Competency Assessment
Game Designer - Middle Level

The candidate has demonstrated the professional competencies required for independent Game Design practice at the Middle level, including game systems and mechanics design, design documentation, prototyping, playtesting and iteration, player experience, production awareness, cross-disciplinary collaboration, and independent feature ownership.

The assessment was conducted in accordance with the **Flat Reality Professional Competency Framework**, benchmarked against publicly available competency frameworks developed by European organisations and aligned with international industry standards in 2026.

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Instructor



Authorized Representative



Credential ID: FR-GD-2026-343
Issue Date: 31 August 2026
Assessment Status: Certified (100)

Provider:
FLAT REALITY
Professional Development & Career Growth Program

CUMULATIVE ASSESSMENT

Area	Weight
Core Game Design	15
Systems & Mechanics	15
Documentation	10
Prototyping	10
Playtesting & Iteration	10
Player Experience / UX	8
Economy & Balance	7
Data & Metrics	5
Production	7
Cross-functional collaboration	8
Professional practice	5
TOTAL	100
RECOGNIZED AS	MIDDLE GAME DESIGNER

A breakdown of the estimates is provided in the Appendix.

EXTERNAL BENCHMARK

Organization – Framework	Equivalent
Gamebadges - European Game Industry Competence Map	Silver - Independent Professional
Imirt × Screen Ireland - Digital Games Competency Framework	Mid-level / Independent Professional

This assessment is informed by publicly available game-industry competency frameworks, including the Gamebadges European Game Industry Competence Map, which defines Silver-level competences as representing independent professional expertise. The framework additionally considers publicly available role expectations from international game studios and emerging competency frameworks such as the Digital Games Competency Framework developed by Imirt and Screen Ireland.

APPENDIX

ELIGIBILITY

INSTRUCTOR: -

Criterion	Results
Professional Game Development Experience	6 years
Practical Game Design Experience	4 years
Commercial or Published Project	9 projects
Independently Completed Design Tasks	Yes
Portfolio / Evidence	Submitted (https://andy.flatreality.eu)
Professional References	14 references
Formal Game Design Education	Introduction into Game Design by CalArts (2026)

1. CORE GAME DESIGN

Competency	Requirement	Evidence
Game Design Fundamentals	Confidently applies core game design principles	✓
Game Mechanics	Independently designs and modifies game mechanics	✓
Game Systems	Can design interconnected game systems	✓
Player Experience	Can define and articulate the intended player experience	✓
Game Loops	Can design and analyse core and secondary gameplay loops	✓
Progression	Can design a structured progression system	✓
Difficulty & Challenge	Can design and balance gameplay challenge	✓
Rules & Interactions	Understands the consequences of interactions between game systems	✓
Player Motivation	Can justify the motivational structure of a game or feature	✓

2. SYSTEMS DESIGN

Competency	Requirement	Evidence
System Decomposition	Can break complex systems down into manageable components	✓
Dependencies	Understands dependencies and relationships between systems	✓
Emergent Behaviour	Can anticipate basic emergent outcomes resulting from system interactions	✓
Balancing	Can establish an initial balance model	✓
Variables	Can identify and define the key variables of a system	✓
Player Impact	Understands how system changes affect the player experience	✓
Economy Fundamentals	Understands basic resource flows, sources, and sinks	✓
System Iteration	Can modify and improve systems based on playtest results and evidence	✓

3. DESIGN DOCUMENTATION

Competency	Requirement	Evidence
Design Brief	Can create a concise and actionable design brief	✓
Game Design Document (GDD)	Can create a structured and comprehensible GDD	✓
Feature Specification	Can document a feature sufficiently for production	✓
Flow Diagrams	Can visually represent complex systems, flows, and interactions	✓

Rules Definition	Can formally define game rules and expected behaviours	✓
Edge Cases	Can identify and document major edge cases	✓
Dependencies	Can document relevant design and production dependencies	✓
Acceptance Criteria	Can define clear and measurable completion criteria	✓
Cross-Disciplinary Communication	Can document design decisions in a way that other disciplines can understand and act upon	✓

4. PROTOTYPING

Competency	Requirement	Evidence
Rapid Prototyping	Can rapidly prototype a design hypothesis	✓
Paper / Greybox Prototyping	Can select and use an appropriate low-fidelity prototyping method	✓
Digital Prototyping	Can create or contribute to a functional digital prototype	✓
Iteration	Can modify a prototype based on test results and feedback	✓
Scope Control	Can keep prototypes focused on validating the relevant design hypothesis	✓
Technical Communication	Can clearly communicate required behaviours and interactions to programmers	✓

5. PLAYTESTING & ITERATION

Competency	Requirement	Evidence
Player Goals	Understands player goals and intended behaviours	✓
Player Feedback	Understands how player feedback influences design decisions	✓
Onboarding	Can design or contribute to effective player onboarding	✓
Readability	Understands and applies principles of gameplay readability	✓
Usability	Can identify and address basic usability problems	✓
Information Hierarchy	Understands how information is presented and prioritised for players	✓
Friction	Can identify unnecessary sources of player friction	✓
Cognitive Load	Understands basic cognitive load considerations in game design	✓
Accessibility	Understands and applies basic accessibility principles	✓

6. UX / PLAYER-CENTRED DESIGN

Competency	Requirement	Evidence
Player Goals	Understands player goals and intended behaviours	✓
Player Feedback	Understands how player feedback influences design decisions	✓
Onboarding	Can design or contribute to effective player onboarding	✓
Readability	Understands and applies principles of gameplay readability	✓
Usability	Can identify and address basic usability problems	✓
Information Hierarchy	Understands how information is presented and prioritised for players	✓
Friction	Can identify unnecessary sources of player friction	✓
Cognitive Load	Understands basic cognitive load considerations in game design	✓
Accessibility	Understands and applies basic accessibility principles	✓
Player Feedback	Understands how player feedback influences design decisions	✓

7. GAME ECONOMY

Competency	Requirement	Evidence
Resources	Understands resource generation, acquisition, consumption, and loss	✓
Sources & Sinks	Can identify and balance primary resource sources and sinks	✓
Progression Economy	Understands the relationship between economy and player progression	✓
Balancing	Can perform basic economic balancing	✓
Exploits	Can identify common economy exploits and unintended optimisation strategies	✓
Spreadsheet Modelling	Can use spreadsheets or equivalent tools for basic economic modelling and calculations	✓

8. DATA & METRICS

Competency	Requirement	Evidence
KPI Fundamentals	Understands the purpose and basic interpretation of relevant gameplay and product metrics	✓
Funnels	Understands basic player funnels and conversion points	✓
Retention	Understands the basic principles and interpretation of player retention	✓
Telemetry	Understands what gameplay events and player behaviours should be tracked	✓
Data Interpretation	Can interpret basic gameplay and player data	✓
Hypothesis Testing	Can formulate and evaluate design hypotheses using available evidence and data	✓

9. PRODUCTION

Competency	Requirement	Evidence
Production Pipeline	Understands the game development production pipeline	✓
Scope	Understands and manages design scope	✓
Dependencies	Can identify and communicate production dependencies	✓
Estimation	Can provide reasonable estimates for design-related work	✓
Prioritisation	Can prioritise design tasks and features according to project needs	✓
Iteration	Understands iterative development and its impact on production	✓
Technical Constraints	Understands relevant technical limitations and their impact on design	✓
Production Risks	Can identify basic design and production risks	✓
Feature Lifecycle	Understands the lifecycle of a feature from concept through implementation, testing, iteration, and release	✓

10. CROSS-FUNCTIONAL COLLABORATION

Competency	Requirement	Evidence
Programming	Can communicate effectively with programmers regarding design requirements and implementation	✓
Art	Can communicate design requirements and collaborate with artists	✓
Production	Understands production constraints and communicates effectively with producers	✓
QA	Can collaborate with QA to identify and resolve gameplay and design issues	✓
Narrative	Can collaborate with narrative designers and writers where applicable	✓

Communication	Can clearly communicate design decisions and their rationale	✓
Feedback	Can receive, evaluate, and incorporate professional feedback	✓
Conflict Resolution	Can defend design decisions constructively while remaining open to alternative solutions	✓

11. OWNERSHIP

Competency	Requirement	Evidence
Problem Definition	Can independently identify and define a design problem	✓
Solution Design	Can independently propose and evaluate potential solutions	✓
Scope Alignment	Can establish an appropriate scope for the solution	✓
Documentation	Can document the proposed solution clearly	✓
Cross-Functional Coordination	Can coordinate with relevant disciplines during implementation	✓
Implementation Support	Can support and guide implementation of the design	✓
Testing	Can independently evaluate the implemented result	✓
Evidence-Based Iteration	Can use feedback, playtest results, and/or data to improve the design	✓
Delivery	Can take ownership of a feature or design task through to a completed result	✓

12. PROFESSIONAL PRACTICE

Competency	Requirement	Evidence
Deadlines	Can reliably deliver assigned work within agreed timelines	✓
Prioritisation	Can identify and focus on the most important tasks	✓
Scope Management	Can reduce or adjust scope while preserving the core intended experience	✓
Self-Management	Can work effectively without continuous supervision	✓
Feedback	Uses professional feedback constructively to improve work	✓
Responsibility	Takes responsibility for the quality and outcomes of their work	✓
Documentation Maintenance	Keeps relevant design documentation accurate and up to date	✓

13. PORTFOLIO / EVIDENCE

Competency	Requirement	Evidence
Game Design	At least one substantial example demonstrating practical game design work	✓
Systems Design	Evidence of designing or modifying an interconnected game system	✓
Mechanics	Evidence of independently designing or iterating game mechanics	✓
Documentation	At least one professional design document or feature specification	✓
Prototyping	Evidence of a prototype or prototype iteration	✓
Playtesting	Evidence of playtesting methodology, results, or analysis	✓
Iteration	Evidence demonstrating design changes based on feedback or evidence	✓
Production	Evidence of work within a real production environment	✓
Ownership	Evidence of independently owning a feature, system, or substantial design task	✓
Professional Practice	Evidence demonstrating collaboration and professional delivery	✓

