

Gold - Unit 26 - Computer Games Development (4 Credits)

Developing Computer Games and Puzzles.

[BACK TO SCHOOLS ITQ](#) [1]

[Handbook home page](#) [2]

(Guidance coming soon)

- [General guidance for interpreting OCF qualification levels](#) [3]
- [Link to assessor's guide to interpreting the criteria for this unit](#) [4]
- Click on the links in the table below for specific guidance on the assessment criteria.
- References to [personal learning and thinking skills \(PLTS\)](#) [5]

Level 2, Unit 26 - Computer Games Development (4 credits)

1. Know computer game components and the computer games industry

[1.1 I can identify the hardware and software components of a video game system](#) [6]

[1.2 I can identify the activities required to develop modern computer games](#) [9]

[1.3 I can describe the features of an existing computer game](#) [12]

2. Know how to develop a computer game specification

[2.1 I can contribute to the production of a pre-production proposal document for a computer game project](#) [7]

[2.2 I can identify the components required to develop a computer game](#) [10]

[2.3 I can contribute to the productions of an implementation plan for a computer game development](#) [13]

3. Implement a component of a computer game

[3.1 I can design a component of a computer game](#) [8]

[3.2 I can develop a component of a computer game](#) [11]

Links to ITQ units

Entry Level	Level 1	Level 2	Level 3
Entry Level 1, Unit R - Registration [15]	Level 1, Unit R - Registration [16]	Level 2, Unit R - Registration [17]	Level 3, Unit R - Registration [18]
Entry Level 1, Unit 1 - Improving Productivity Using IT (1 credit) [19]	Level 1, Unit 1 - Improving Productivity Using IT (3 credits) [20]	Level 2, Unit 1 - Improving Productivity Using IT (4 credits) [21]	Level 3, Unit 1 - Improving Productivity Using IT (5 credits) [22]
Entry Level 1, Unit 2 - Using ICT to Select and Exchange Information (2 credits) [23]	Level 1, Unit 2 - Website Software (3 credits) [24]	Level 2, Unit 2 - Website Software (4 credits) [25]	Level 3, Unit 2 - Website Software (5 credits) [26]
Entry Level 1, Unit 3 - Online Basics (2 credits) [27]	Level 1, Unit 3 - Using Collaborative Technologies (3 credits) [28]	Level 2, Unit 3 - Using Collaborative Technologies (4 credits) [29]	Level 3, Unit 3 - Using Collaborative Technologies (6 credits) [30]
Entry Level 1, Unit 4 - Desktop Publishing Software (2 credits) [31]	Level 1, Unit 4 - IT Security for Users (1 credit) [32]	Level 2, Unit 4 - IT Security for Users (2 credits) [33]	Level 3, Unit 4 - IT Security for Users (3 credits) [34]
Entry Level 1, Unit 5 - Safe Working Practices (2 credits) [35]	Level 1, Unit 5 - Spreadsheet Software (3 credits) [36]	Level 2, Unit 5 - Spreadsheet Software (4 credits) [37]	Level 3, Unit 5 - Spreadsheet Software (6 credits) [38]
Entry Level 1, Unit 6 - Using ICT in the Workplace (2 credits) [39]	Level 1, Unit 6 - Specialist Software (2 credits) [40]	Level 2, Unit 6 - Specialist software (3 credits) [41]	Level 3, Unit 6 - Specialist Software (4 credits) [42]
Entry Level 1, Unit 7 - Imaging software (2 credits) [43]	Level 1, Unit 7 - Word Processing (3 credits) [44]	Level 2, Unit 7 - Word processing (4 credits) [45]	Level 3, Unit 7 - Word Processing Software (6 credits) [46]
Entry Level 1, Unit 8 - Using ICT Equipment in a Work Place (2 credits) [47]	Level 1, Unit 8 - Using the Internet (3 credits) [48]	Level 2, Unit 8 - Using the internet (4 credits) [49]	Level 3, Unit 8 - Using the Internet (5 credits) [50]
Entry Level 1, Unit 9 - Using Word Processing Software (2 credits) [51]	Level 1, Unit 9 - Drawing and planning (2 credits) [52]	Level 2, Unit 9 - Drawing and planning (3 credits) [53]	Level 3, Unit 9 - Drawing and Planning Software (4 credits) [54]

Gold - Unit 26 - Computer Games Development (4 Credits)

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[Entry Level 1, Unit 11 - Audio and Video Software \(2 credits\) \[55\]](#)

[Level 1, Unit 10 - Presentation Software \(3 credits\) \[56\]](#)

[Level 2, Unit 10 - Presentation software \(4 credits\) \[57\]](#)

[Level 3, Unit 10 - Presentation Software \(6 credits\) \[58\]](#)

[Entry Level 1, Unit 12 - Presentation Software \(2 credits\) \[59\]](#)

[Level 1, Unit 11 - Database Software \(3 credits\) \[60\]](#)

[Level 2, Unit 11 - Database software \(4 credits\) \[61\]](#)

[Level 3, Unit 11 - Database Software \(6 credits\) \[62\]](#)

[Entry Level 1, Unit 13 - Computer Games Development \(2 credits\) \[63\]](#)

[Level 1, Unit 12 - Desktop Publishing Software \(3 credits\) \[64\]](#)

[Level 2, Unit 12 - Desktop Publishing Software \(4 credits\) \[65\]](#)

[Level 3, Unit 12 - Desktop Publishing Software \(5 credits\) \[66\]](#)

[Entry Level 1, Unit 14 - Video Communication \(2 credits\) \[67\]](#)

[Level 1, Unit 13 - Using Email \(2 credits\) \[68\]](#)

[Level 2, Unit 13 - Using Email \(3 credits\) \[69\]](#)

[Level 3, Unit 13 - Using Email \(3 credits\) \[70\]](#)

[Entry Level 1, Unit 29 - Understand social media \(2 credits\) \[71\]](#)

[Level 1, Unit 14 - Audio Software \(2 credits\) \[72\]](#)

[Level 2, Unit 14 - Audio Software \(3 credits\) \[73\]](#)

[Level 3, Unit 14 - Audio Software \(4 credits\) \[74\]](#)

[Entry Level 2, Unit R - Registration \[75\]](#)

[Level 1, Unit 15 - Imaging Software \(3 credits\) \[76\]](#)

[Level 2, Unit 15 - Imaging Software \(4 credits\) \[77\]](#)

[Level 3, Unit 15 - Imaging Software \(5 credits\) \[78\]](#)

[Entry Level 2, Unit 1 - Improving Productivity Using IT \(2 credits\) \[79\]](#)

[Level 1, Unit 16 - IT Communication Fundamentals \(2 credits\) \[80\]](#)

[Level 2, Unit 16 - IT Communication Fundamentals \(2 credits\) \[81\]](#)

[Level 3, Unit 17 - Video Software \(4 credits\) \[82\]](#)

[Entry Level 2, Unit 2 - Using ICT to Select and Exchange Information \(2 credits\) \[83\]](#)

[Level 1, Unit 17 - Video Software \(2 credits\) \[84\]](#)

[Level 2, Unit 17 - Video Software \(3 credits\) \[85\]](#)

[Level 3, Unit 23 - Multimedia Software \(6 credits\) \[86\]](#)

[Entry Level 2, Unit 3 - Online Basics \(2 credits\) \[87\]](#)

[Level 1, Unit 18 - IT Software Fundamentals \(3 credits\) \[88\]](#)

[Level 2, Unit 18 - IT Software Fundamentals \(3 credits\) \[89\]](#)

[Level 3, Unit 24 - Additive Manufacture \(6 credits\) \[90\]](#)

[Entry Level 2, Unit 4 - Desktop Publishing Software \(2 credits\) \[91\]](#)

[Level 1, Unit 19 - IT User Fundamentals \(3 credits\) \[92\]](#)

[Level 2, Unit 19 - IT User Fundamentals \(3 credits\) \[93\]](#)

[Level 3, Unit 27 - Design Software \(5 credits\) \[94\]](#)

[Entry Level 2, Unit 20 -](#)

[Level 1, Unit 20 -](#)

[Level 2, Unit 20 -](#)

[Level 3, Unit 28 -](#)

Gold - Unit 26 - Computer Games Development (4 Credits)

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Unit 5 - Using ICT: Safe Working Practices (1 credit) [95]	Using Mobile IT Devices (2 credits) [96]	Using Mobile IT Devices (2 credits) [97]	Optimise IT System Performance (5 credits) [98]
Entry Level 2. Unit 6 - Using ICT in the Workplace (3 credits) [99]	Level 1. Unit 21 - Data Management Software (2 credits) [100]	Level 2. Unit 21 - Data Management Software (3 credits) [101]	Level 3. Unit 29 - Set Up an IT System (5 credits) [102]
Entry Level 2. Unit 7 - Imaging software (2 credits) [103]	Level 1. Unit 22- Understanding the social and environmental impact of architecture and construction (3 credits) [104]	Level 2. Unit 22 -Understanding the social and environmental impact of architecture and construction (4 credits) [105]	Level 3. Unit 32 - Computerised Accounting Software (5 credits) [106]
Entry Level 2. Unit 8 - Using ICT Equipment in a Work Place (2 credits) [107]	Level 1. Unit 23 - Multimedia Software (3 credits) [108]	Level 2. Unit 23 - Multimedia Software (4 credits) [109]	Level 3. Unit 33 - Application Development Using Project Management Methods (6 credits) [110]
Entry Level 2. Unit 9 - Using Word Processing Software (2 credits) [111]	Level 1. Unit 24 - Additive Manufacture (3 credits) [112]	Level 2. Unit 24 - Additive Manufacture (3 credits) [113]	Level 3. Unit 37 - Internet of Things (6 credits) [114]
Entry Level 2. Unit 10 - ICT for Employment (1 credit) [115]	Level 1. Unit 25 - Developing Computer Games and Puzzles (4 credits) [116]	Level 2. Unit 25 - Developing Computer Games and Puzzles (4 credits) [117]	Level 3. Unit 40 - Cloud Based Services and Applications (5 credits) [118]
Entry Level 2. Unit 11 - Audio and Video Software (2 credits) [119]	Level 1. Unit 26 - Computer Games Development (3 credits) [120]	Level 2. Unit 26 - Computer Games Development (4 credits) [121]	Level 3. Unit 41 - Cloud Based Systems and Security (5 credits) [122]
Entry Level 2. Unit 12 - Presentation Software (2 credits) [123]	Level 1. Unit 27 - Design Software (3 credits) [124]	Level 2. Unit 27 - Design Software (4 credits) [125]	Level 3. Unit 42 - Undertaking a RealWorld Project (5 credits) [126]
Entry Level 2. Unit 14 - Video Communication (2 credits) [127]	Level 1. Unit 28 - Optimise IT System Performance (2 credits) [128]	Level 2. Unit 28 - Optimise IT System Performance (4 credits) [129]	Level 3. Unit 44 - Bespoke Software (4 credits) [130]

Gold - Unit 26 - Computer Games Development (4 Credits)

-->

Entry Level 2, Unit 16 - Using Collaborative Technologies (2 credits) [131]	Level 1, Unit 29 - Set Up an IT System (3 credits) [132]	Level 2, Unit 29 - Set Up an IT System (4 credits) [133]	Level 3, Unit 57 - Networking Fundamentals (5 credits) [134]
Entry Level 2, Unit 26 - Computer Games Development (2 credits) [135]	Level 1, Unit 30 - CAD (3 credits) [136]	Level 2, Unit 30 - CAD (3 credits) [137]	Level 3, Unit 60 - Cisco CCNA 1 - Introduction to Networks (6 credits) [138]
Entry Level 2, Unit 29 - Understand social media (2 credits) [139]	Level 1, Unit 31 - Internet Safety for IT users (3 credits) [140]	Level 2, Unit 32 - Computerised Accounting Software (3 credits) [141]	Level 3, Unit 61 - Cisco CCNA 2 - Routing and Switching (6 credits) [142]
Entry Level 2, Unit 32 - Website Software (2 credits) [143]	Level 1, Unit 32 - Computerised Accounting Software (2 credits) [144]	Level 2, Unit 33 - Application Development Using Project Management Methods (4 credits) [145]	Level 3, Unit 62 - Cisco CCNA 3 - Scaling Networks (6 credits) [146]
Entry Level 2, Unit 36 - Specialist Software (2 credits) [147]	Level 1, Unit 36 - Financial Modelling (3 credits) [148]	Level 2, Unit 34 - Developing skills for project management (4 credits) [149]	Level 3, Unit 63 - Cisco CCNA 4 - Connecting Networks (6 credits) [150]
Entry Level 3, Unit R - Registration [151]	Level 1, Unit 38 - Animation Software (3 credits) [152]	Level 2, Unit 35 - Using Project Management Software (4 credits) [153]	Level 3, Unit 64 - Cisco - CCNA Security (6 credits) [154]
Entry Level 3, Unit 1 - Improving Productivity Using IT (3 credits) [155]	Level 1, Unit 39 - Digital Art (3 credits) [156]	Level 2, Unit 38 - Animation Software (4 credits) [157]	Level 3, Unit 65 - Cisco - CyberSecurity Essentials (6 credits) [158]
Entry Level 3, Unit 2 - Online Basics (1 credit) [159]	Level 1, Unit 43 - E-safety for learners (2 credits) [160]	Level 2, Unit 39 - Digital Art (4 credits) [161]	Level 3, Unit 66 - Cisco - IT Essentials (6 credits) [162]
Entry Level 3, Unit 3 - Desktop Publishing Software (2 credits) [163]	Level 1, Unit 50 - Developing skills for remote working (3 credits) [164]	Level 2, Unit 43 - E-safety for learners (3 credits) [165]	Level 3, Unit 67 - Cisco - Networking Essentials (6 credits) [166]
Entry Level 3, Unit 4 - Displaying	Level 1, Unit 51 - Effectiveness	Level 2, Unit 50 - Developing skills	

[Information Using ICT \(3 credits\)](#) [167]

[communication using remote systems \(4 credits\)](#) [168]

[for remote working \(3 credits\)](#) [169]

[Entry Level 3. Unit 5 - Using ICT to Find Information \(3 credits\)](#) [170]

[Level 1. Unit 102 - Digital Editing and Publishing \(4 credits\)](#) [171]

[Level 2. Unit 51 - Effectiveness communication using remote systems \(4 credits\)](#) [172]

[Entry Level 3. Unit 6 - Communicating Information Using ICT \(3 credits\)](#) [173]

[Level 1. Unit 103 - Digital Modelling \(4 credits\)](#) [174]

[DELLevel 2. Unit 70 - Understanding of Cyber Security and Online Threats \(3 credits\)](#) [175]

[Entry Level 3. Unit 7 - Producing Charts Using ICT \(3 credits\)](#) [176]

[Level 1. Unit 105 - Digital Design and Graphics \(4 credits\)](#) [177]

[DELLevel 2. Unit 71 - Analysing and Evaluating Cyber Threats \(3 credits\)](#) [178]

[Entry Level 3. Unit 8 - IT Security for users \(1 credit\)](#) [179]

[DELLevel 2. Unit 72 - Applying and Deploying Security Tools and Best Practice \(3 credits\)](#) [180]

[Entry Level 3. Unit 10 - Presentation software \(2 credits\)](#) [181]

[DELLevel 2. Unit 73 - Extended Project: Securing and Defending Online Systems \(6 credits\)](#) [182]

[Entry Level 3. Unit 14 - Audio and Video Software \(2 credits\)](#) [183]

[Level 2. Unit 80 - Digital Tools and Best Practice for Project Management \(5 credits\)](#) [184]

[Entry Level 3. Unit 15 - Imaging Software \(2 credits\)](#) [185]

[Level 2. Unit 81 - Digital Safety and Security Policies and Procedures \(4 credits\)](#) [186]

[Entry Level 3. Unit 16 - Using Collaborative Technologies \(3 credits\)](#) [187]

[Level 2. Unit 82 - Digital Editing and Publishing \(3 credits\)](#) [188]

[credits](#)) [187]

[Entry Level 3.
Unit 20 -
Introduction to
Using mobile IT
devices \(2 credits\)
\[189\]](#)

[Level 2, Unit 83 -
Digital Design and
Graphics \(3
credits\) \[190\]](#)

[Entry Level 3.
Unit 23 -
Multimedia
Software \(2
credits\) \[191\]](#)

[Level 2, Unit 84 -
Digital Modelling
and Data
Management \(3
credits\) \[192\]](#)

[Entry Level 3.
Unit 25 -
Developing
Computer Games
and Puzzles \(3
credits\) \[193\]](#)

[Level 2, Unit 85 -
Virtual Reality and
the Development
Life Cycle \(4
credits\) \[194\]](#)

[Entry Level 3.
Unit 26 -
Computer Games
Development \(3
credits\) \[195\]](#)

[Entry Level 3.
Unit 28 - Personal
information
management
software \(1 credit\)
\[196\]](#)

[Entry Level 3.
Unit 32 - Website
Software \(2
credits\) \[197\]](#)

[Entry Level 3.
Unit 36 - Specialist
Software \(2
credits\) \[147\]](#)

Links

- [1] https://theingots.org/community/ITQ_unit_development
- [2] <https://theingots.org/community/handbook2>
- [3] https://theingots.org/community/QCF_levels
- [4] <https://theingots.org/community/SIL2U26X>
- [5] <http://curriculum.qcda.gov.uk/key-stages-3-and-4/skills/plts/planning-for-plts/index.aspx>
- [6] <https://theingots.org/community/sil2u26x#1.1>
- [7] <https://theingots.org/community/sil2u26x#2.1>
- [8] <https://theingots.org/community/sil2u26x#3.1>
- [9] <https://theingots.org/community/sil2u26x#1.2>
- [10] <https://theingots.org/community/sil2u26x#2.2>
- [11] <https://theingots.org/community/sil2u26x#3.2>
- [12] <https://theingots.org/community/sil2u26x#1.3>
- [13] <https://theingots.org/community/sil2u26x#2.3>
- [14] <https://theingots.org/community/sil2u26i>
- [15] <https://theingots.org/community/siel1u0reg>
- [16] <https://theingots.org/community/sil1u0reg>
- [17] <https://theingots.org/community/sil2u0reg>
- [18] <https://theingots.org/community/sil3u0reg>
- [19] <https://theingots.org/community/siel1u1>
- [20] <https://theingots.org/community/sil1u1>
- [21] <https://theingots.org/community/sil2u1>
- [22] <https://theingots.org/community/sil3u1>
- [23] <https://theingots.org/community/siel1u2>
- [24] <https://theingots.org/community/sil1u2>
- [25] <https://theingots.org/community/sil2u2>
- [26] <https://theingots.org/community/sil3u2>
- [27] <https://theingots.org/community/siel1u3>
- [28] <https://theingots.org/community/sil1u3>
- [29] <https://theingots.org/community/sil2u3>
- [30] <https://theingots.org/community/sil3u3>
- [31] <https://theingots.org/community/siel1u4>
- [32] <https://theingots.org/community/sil1u4>
- [33] <https://theingots.org/community/sil2u4>
- [34] <https://theingots.org/community/sil3u4>
- [35] <https://theingots.org/community/siel1u5>
- [36] <https://theingots.org/community/sil1u5>
- [37] <https://theingots.org/community/sil2u5>
- [38] <https://theingots.org/community/sil3u5>
- [39] <https://theingots.org/community/siel1u6>
- [40] <https://theingots.org/community/sil1u6>
- [41] <https://theingots.org/community/sil2u6>
- [42] <https://theingots.org/community/sil3u6>
- [43] <https://theingots.org/community/siel1u7>
- [44] <https://theingots.org/community/sil1u7>
- [45] <https://theingots.org/community/sil2u7>
- [46] <https://theingots.org/community/sil3u7>
- [47] <https://theingots.org/community/siel1u8>
- [48] <https://theingots.org/community/sil1u8>
- [49] <https://theingots.org/community/sil2u8>
- [50] <https://theingots.org/community/sil3u8>
- [51] <https://theingots.org/community/siel1u9>
- [52] <https://theingots.org/community/sil1u9>
- [53] <https://theingots.org/community/sil2u9>
- [54] <https://theingots.org/community/sil3u9>
- [55] <https://theingots.org/community/siel1u11>
- [56] <https://theingots.org/community/sil1u10>
- [57] <https://theingots.org/community/sil2u10>
- [58] <https://theingots.org/community/sil3u10>

[59] <https://theingots.org/community/siel1u12>
[60] <https://theingots.org/community/sil1u11>
[61] <https://theingots.org/community/sil2u11>
[62] <https://theingots.org/community/sil3u11>
[63] <https://theingots.org/community/siel1u13>
[64] <https://theingots.org/community/sil1u12>
[65] <https://theingots.org/community/sil2u12>
[66] <https://theingots.org/community/sil3u12>
[67] <https://theingots.org/community/siel1u14>
[68] <https://theingots.org/community/sil1u13>
[69] <https://theingots.org/community/sil2u13>
[70] <https://theingots.org/community/sil3u13>
[71] <https://theingots.org/community/siel1u29>
[72] <https://theingots.org/community/sil1U14>
[73] <https://theingots.org/community/sil2u14>
[74] <https://theingots.org/community/sil3u14>
[75] <https://theingots.org/community/siel2u0reg>
[76] <https://theingots.org/community/sil1u15>
[77] <https://theingots.org/community/sil2u15>
[78] <https://theingots.org/community/sil3u15>
[79] <https://theingots.org/community/siel2u1>
[80] <https://theingots.org/community/sil1u16>
[81] <https://theingots.org/community/sil2u16>
[82] <https://theingots.org/community/sil3u17>
[83] <https://theingots.org/community/siel2u2>
[84] <https://theingots.org/community/sil1u17>
[85] <https://theingots.org/community/sil2u17>
[86] <https://theingots.org/community/sil3u23>
[87] <https://theingots.org/community/siel2u3>
[88] <https://theingots.org/community/sil1u18>
[89] <https://theingots.org/community/sil2u18>
[90] <https://theingots.org/community/sil3u24>
[91] <https://theingots.org/community/siel2u4>
[92] <https://theingots.org/community/sil1u19>
[93] <https://theingots.org/community/sil2u19>
[94] <https://theingots.org/community/sil3u27>
[95] <https://theingots.org/community/siel2u5>
[96] <https://theingots.org/community/sil1u20>
[97] <https://theingots.org/community/sil2u20>
[98] <https://theingots.org/community/sil3U28>
[99] <https://theingots.org/community/siel2u6>
[100] <https://theingots.org/community/sil1u21>
[101] <https://theingots.org/community/sil2u21>
[102] <https://theingots.org/community/sil3u29>
[103] <https://theingots.org/community/siel2u7>
[104] <https://theingots.org/community/sil1u22>
[105] <https://theingots.org/community/sil2u22>
[106] <https://theingots.org/community/sil3u32>
[107] <https://theingots.org/community/siel2u8>
[108] <https://theingots.org/community/sil1u23>
[109] <https://theingots.org/community/sil2u23>
[110] <https://theingots.org/community/sil3u33>
[111] <https://theingots.org/community/siel2u9>
[112] <https://theingots.org/community/sil1u24>
[113] <https://theingots.org/community/sil2u24>
[114] <https://theingots.org/community/sil3u37>
[115] <https://theingots.org/community/siel2u10>
[116] <https://theingots.org/community/sil1u25>
[117] <https://theingots.org/community/sil2u25>

[118] <https://theingots.org/community/sil3u40>
[119] <https://theingots.org/community/siel2u11>
[120] <https://theingots.org/community/sil1u26>
[121] <https://theingots.org/community/sil2u26>
[122] <https://theingots.org/community/sil3u41>
[123] <https://theingots.org/community/siel2u12>
[124] <https://theingots.org/community/sil1u27>
[125] <https://theingots.org/community/sil2u27>
[126] <https://theingots.org/community/sil3u42>
[127] <https://theingots.org/community/siel2u14>
[128] <https://theingots.org/community/sil1u28>
[129] <https://theingots.org/community/sil2u28>
[130] <https://theingots.org/community/sil3u44>
[131] <https://theingots.org/community/siel2u16>
[132] <https://theingots.org/community/sil1u29>
[133] <https://theingots.org/community/sil2u29>
[134] <https://theingots.org/community/sil3u57>
[135] <https://theingots.org/community/siel2u26>
[136] <https://theingots.org/community/sil1u30>
[137] <https://theingots.org/community/sil2u30>
[138] <https://theingots.org/community/sil3u60>
[139] <https://theingots.org/community/siel2u29>
[140] <https://theingots.org/community/sil1u31>
[141] <https://theingots.org/community/sil2u32>
[142] <https://theingots.org/community/sil3u61>
[143] <https://theingots.org/community/siel2u32>
[144] <https://theingots.org/community/sil1u32>
[145] <https://theingots.org/community/sil2u33>
[146] <https://theingots.org/community/sil3u62>
[147] <https://theingots.org/community/siel3u36>
[148] <https://theingots.org/community/sil1u36>
[149] <https://theingots.org/community/sil2u34>
[150] <https://theingots.org/community/sil3u63>
[151] <https://theingots.org/community/siel3u0reg>
[152] <https://theingots.org/community/sil1u38>
[153] <https://theingots.org/community/sil2u35>
[154] <https://theingots.org/community/sil3u64>
[155] <https://theingots.org/community/siel3u1>
[156] <https://theingots.org/community/sil1u39>
[157] <https://theingots.org/community/sil2u38>
[158] <https://theingots.org/community/sil3u65>
[159] <https://theingots.org/community/siel3u2>
[160] <https://theingots.org/community/sil1u43>
[161] <https://theingots.org/community/sil2u39>
[162] <https://theingots.org/community/sil3u66>
[163] <https://theingots.org/community/siel3u3>
[164] <https://theingots.org/community/sil1u50>
[165] <https://theingots.org/community/sil2u43>
[166] <https://theingots.org/community/sil3u67>
[167] https://theingots.org/community/siel3u_noprogression_1169
[168] <https://theingots.org/community/sil1u51>
[169] <https://theingots.org/community/sil2u50>
[170] <https://theingots.org/community/siel3u5>
[171] <https://theingots.org/community/sil1u102>
[172] <https://theingots.org/community/sil2u51>
[173] <https://theingots.org/community/siel3u6>
[174] <https://theingots.org/community/sil1u103>
[175] <https://theingots.org/community/sil2u70>
[176] <https://theingots.org/community/siel3u7>

[177] <https://theingots.org/community/sil1u105>
[178] <https://theingots.org/community/sil2u71>
[179] <https://theingots.org/community/siel3u4>
[180] <https://theingots.org/community/sil2u72>
[181] <https://theingots.org/community/siel3u10>
[182] <https://theingots.org/community/sil2u73>
[183] <https://theingots.org/community/siel3u14>
[184] <https://theingots.org/community/sil2u80>
[185] <https://theingots.org/community/siel3u15>
[186] <https://theingots.org/community/sil2u81>
[187] <https://theingots.org/community/siel3u16>
[188] <https://theingots.org/community/sil2u82>
[189] <https://theingots.org/community/siel3u20>
[190] <https://theingots.org/community/sil2u83>
[191] <https://theingots.org/community/siel3u23>
[192] <https://theingots.org/community/sil2u84>
[193] <https://theingots.org/community/siel3u25>
[194] <https://theingots.org/community/sil2u85>
[195] <https://theingots.org/community/siel3u26>
[196] <https://theingots.org/community/siel3u28>
[197] <https://theingots.org/community/siel3u32>