

COLLEGE OF BUSINESS, ARTS AND SOCIAL SCIENCES

COURSEWORK SUBMISSION COVERSHEET

Coursework **MUST** be submitted online via Blackboard Learn under the relevant modular/study block/assessment block course page.

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| Student Number: | 1703208 |
| Module Code: | FM2618 |
| Module Title: | Games Programming |
| Module Tutor: | Mariza Dima |
| Assessment Number/Name: e.g. Coursework 1, Coursework 2, Presentation, Final Assessment | Computer Game – Object Oriented (Individual)Digital artefact |

I confirm that I understand a complete submission of coursework is by one electronic copy of my assignment via Blackboard Learn. I understand that assignments must be submitted by the deadline in order to achieve an uncapped grade. Separate guidelines apply to reassessed work. Please see the [College Student Handbook](#) section titled “Late Submission Policy” for details.

Plagiarism is the knowing or reckless presentation of another person’s thoughts, writings, inventions, as one’s own. It includes the incorporation of another person’s work from published or unpublished sources, without indicating that the material is derived from those sources. It includes the use of material obtained from the internet. (Senate Regulation 6.18). I confirm that I have read and understood the guidance in the [College Student Handbook](#). I also confirm that I have neither plagiarised in this coursework, nor allowed my own work to be plagiarised.

The submission of this coversheet is confirmation that you have read and understood the above statements.

Enter Your Student Number Here

YOU CAN START YOUR ASSIGNMENT HERE

[Alternatively, delete this page and upload your work as a separate file(s) along with the coversheet above – if you do this, please ensure all files are attached to your Blackboard Learn submission before pressing the submit button.]