Assessment Submission Coversheet

# Virtual and Extended Realities

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| **Student Name:** | Xavier Hancock |
| **Student Number:** | S181523 – AOI0000930 |
| **Student Email** | S181523@students.aie.edu.au |
| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development:  Art  Design  Programming |
| **Assessment Name:** | Virtual and Extended Realities |
| **Units Covered:** | **DESIGN & PROGRAMMING**: PGDEXR6004–Identify, evaluate and apply digital extended reality technologies  **ART**: PGDEXR6011 – Create digital elements to be used within extended reality technologies |
| **Teacher/s:** | Myles Blasanto |
| **Due Date:** | 24/06/20 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas/Drive location/file path |

**Personal contribution**

* Core prototype
* Design & Design documentation
* Project scene, UI
* [**Oculus VR Utilities package**](https://developer.oculus.com/downloads/package/oculus-utilities-for-unity-5/)**,** used without modification in the project, to provide the model for the player’s controller. The package and it’s ToS can be found at the linked webpage.  
  Credit is only taken for the inclusion of this package, not for the package contents.

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: Xavier Hancock

# Work Submitted (Design or Programming learner)

*Tick to acknowledge you have submitted this part of the assessment.*

1. Analysis of Extended Realities:

***YourName*\_XR\_Research\_Report.pdf**

1. Designing for Extended Realities:

***GroupName*\_XR\_ArtBible.pdf** (Artist/s develop this document)

***GroupName*\_XR\_Design.zip** (Designers/s develop the majority of these documents; Programmer/s provide technical details as required)

* **Sprint\_Screenshots.folder**
* **Backlog\_Screenshots.folder**
* ***GroupName*\_ProductionPlan.pdf** (Make sure this is nicely formatted, dumping screenshots will not be accepted)
* ***GroupName*\_GDD.pdf**
* ***GroupName*\_Wireframe.pdf**
* ***GroupName*\_SWOT\_Analysis.pdf**

1. Prototyping for Extended Realities:

***GroupName*\_Source\_Files.folder**

1. Deliver a Playable Game Build:

***GroupName\_ApplicationName*.apk**

*For more information on these parts for Programmers, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/312/files/178345/download?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Virtual and Extended Realities*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2020 Subject & Assessment Guide – Virtual and Extended Realities.***

*For more information on these parts for Designers, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/308/files/231362/download?wrap=1) *link in the course* ***Game Design Year 2*** *under the subject* ***Virtual and Extended Realities*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2020 Subject & Assessment Guide – Virtual and Extended Realities.***

# Work Submitted (Artist learner)

*Tick to acknowledge you have submitted this part of the assessment.*

1. Research and Analysis of Extended Realities:

***YourName*\_Assessment5\_VirtualExtendedRealities.pptx**

1. Art Bible/Production Documents:

***GroupName*\_XR\_ArtBible.pdf** (Artist/s develop this document for the team)

1. Create Optimized 3D Models:

***GroupName*\_XR\_Design.zip** (Designers/s develop the majority of these documents; Programmer/s provide technical details as required)

* **Sprint\_Screenshots.folder**
* **Backlog\_Screenshots.folder**
* ***GroupName*\_ProductionPlan.pdf** (Make sure this is nicely formatted, dumping screenshots will not be accepted)
* ***GroupName*\_GDD.pdf**
* ***GroupName*\_Wireframe.pdf**
* ***GroupName*\_SWOT\_Analysis.pdf**

***GroupName*\_Source\_Files.folder**

1. Present Optimized 3D models in Playable Game Build:

***GroupName\_ApplicationName*.apk**

*For more information on these parts for Artists, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/300/files/241259/download?wrap=1) *link in the course* ***Game Art Year 2*** *under the subject* ***Virtual and Extended Realities*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2020 Subject & Assessment Guide – Virtual and Extended Realities.***