ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course Title	**Advanced Diploma**		**Lecturer Name & Surname**	NEIL AQUILINA	
Unit Number & Title		**Programming for Computer Games**			
Assignment Number, Title / Type		**Research and Design – Home (24 Hours)**			
Date Set	18/12/2020		**Deadline Date**	**19/12/2020**	
Student Name	Ilario Cutajar		**ID Number**	0132903L **Class / Group**	4.2C

Student's declaration prior to handing-in of assignment:
- ❖ *I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy*

Student's declaration on assessment special arrangements (Tick only if applicable)
- ❖ *I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.*
- ❖ *I declare that I refused the special support offered by the Institute.*

Student Signature:	Ilario Cutajar	**Date :**	18/12/2020

Assessment Criteria	Maximum Mark	Mark Achieved
KU1: Identify and describe different game engines for different tasks	5	
KU3: Describe file types for media assets	5	
KU4: State the relevance of compression settings in media assets	5	
SE1: Design and specify the details of the game to be developed, including a state machine	10	
Total Mark	25	

Assessor's feedback to student

(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)