Assessment Submission Coversheet:  
Physics for Games

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| **Student Name:** | Benjamin Luke Scott |
| **Student Number:** | 10656155 |
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| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development |
| **Assessment Name:** | Physics for Games |
| **Units Covered:** | ICTGAM556 – Develop and implement physics in 3-D digital games |
| **Teacher/s:** | Jesse-James Donlevy |
| **Due Date:** | 8/4/2022 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas/Drive location/file path |

**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: Benjamin Luke Scott Date: 16/4/2022

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

1. Custom Physics Simulation: Custom Physics Engine and My own game simulating Pachinko.
2. Custom Physics Documentation: Documentation on the custom physics simulation.
3. Advanced Physics Implemented: Unity project demonstrating unities Physics and doing the ‘assignment brief fps’.

*For more information on these parts, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/813/files/544438?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Physics for Games*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2022 Subject & Assessment Guide – Physics for Games***

Name: Benjamin Luke Scott Date: 16/4/2022