



ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course Title	Advanced Diploma			Lecturer Name & Surname	NEIL AQUILUNA	
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	Britney Agius		ID Number	184800(L)	Class / Group	4.2A

<input checked="" type="checkbox"/>	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		
<input type="checkbox"/>	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.		
<input checked="" type="checkbox"/>	❖ I declare that I refused the special support offered by the Institute.		
Student Signature:	B.Agius <table border="1" style="float: right;"> <tr> <td>Date :</td> <td>19th December 2020</td> </tr> </table>	Date :	19th December 2020
Date :	19th December 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)
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	Name & Surname	Signature	Date
Internal Verifier : Approval of <u>assignment brief</u>		For approval signature, please refer to electronic audit trail	
Lecturer / Assessor : Issue of results and feedback to student		For approval signature, please refer to electronic audit trail	
Internal Verifier : Approval of <u>assessment decisions (Sample)</u>		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of corrected assignment.			

Assessment Criteria
<i>KU1: Identify and describe different game engines for different tasks</i>
<i>KU3: Describe file types for media assets</i>
<i>KU4: State the relevance of compression settings in media assets</i>
<i>SE1: Design and specify the details of the game to be developed, including a state machine</i>