Assessment Submission Coversheet:  
Complex Game Systems

Task 2 – Implement and Demonstrate a Modular Complex System

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| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development |
| **Assessment Name:** | Complex Game Systems |
| **Units Covered:** | PGDGSP6006–Develop complex systems for real time applications |
| **Teacher/s:** | Jesse James Donlevy |
| **Due Date:** | 31/05/2023 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas |

*For more information on this task, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/1027/files/723198?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Complex Game Systems*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2023 Subject & Assessment Guide – Complex Game Systems***

**Naming Convention**:

1. *Yourname*\_CGS\_Asset\_Source.zip
2. *Yourname*\_CGS\_Asset.zip/unitypackage
3. *Yourname*\_CGS\_Demo\_Source.zip
4. *Yourname*\_CGS\_Demo\_Release.zip

**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: Connor Mills Date: 31/05/2023

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

1. Modular Complex System:   
   I have created a Replay System. I have exported it as a unity package. When a user imports the Reply System, they are given all the scripts and an example demo of what they can use the system for.
   * Source Files Provided:   
     I have submitted the source files for the Replay System in a .zip folder.
   * Packaged Asset Provided:   
     The Replay System has been exported as a unity package and included into the submission.
   * Follow Good Coding Practices:   
     I have used abstract classes to limit hassle a user may have if they want to create a custom recorder and replay object. I have added summaries to relevant methods that a user may need.
2. Demonstration Application:   
   I have submitted a racing game. In the game the user controls a car and tries to complete the course in the shortest time. The 10 most recent tries can then be viewed as replays.
   * Source Files Provided:   
     I have submitted the source files of the unity project in a .zip folder.
   * Follow Good Coding Practices:   
     I have added method to my scripts to limit the amount of redundancy and to assist the readability of my code.
   * Release Build Provided:   
     I have created the release build and put it into a .zip folder, that has been submitted.

Name: Connor Mills Date: 31/05/2023