


<div style="text-align: center;">  <h2 style="margin: 0;">Continuous Assessment Cover Sheet</h2> </div>		
Student Name: Dawood Parhiar		Student Number: D00248313
Programme: Computing in Games Development	Stage: 3	Complete Student Checklist: Re-read brief <input type="checkbox"/> References and Bibliography <input type="checkbox"/> Proofread <input type="checkbox"/>
Module: 3D Game Engine Development		
Due Date: 26/08/2024	No. Pages: -	
Lecturer's Name: Niall McGuinness		
Assignment No. and/or Description/Topic: Repeat CA		Mode of Submission: Softcopy <input checked="" type="checkbox"/> Hardcopy <input type="checkbox"/>
DECLARATION: I declare that: <ul style="list-style-type: none"> • This work is entirely my own, and no part of it has been copied from any other person's words or ideas, except as specifically acknowledged through the use of inverted commas and in-text references; • No part of this assignment has been written for me by any other person except where such collaboration has been authorised by the lecturer concerned; • I understand that I am bound by DkIT Academic Integrity Policy. I understand that I may be penalised if I have violated the policy in any way; • This assignment has not been submitted for any other module at DkIT or any other institution, unless authorised by the relevant Lecturer(s); • I have read and abided by all of the requirements set down for this assignment. 		
SIGNATUREDawood Parhiar.....		DATE 23/08/2024

Lecturer's Comments:

Provisional Mark : _____ **Lecturers Signature :** _____ **Date:** _____

Work submitted late will be subject to penalties in accordance with the DkIT Continuous Assessment Policy