Assessment Submission Coversheet:  
Complex Game Systems

Task 1 – Write a Modular Complex System Brief

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| **Student Name:** | Dylan Alvaro |
| **Student Number:** | 12934564 |
| **Student Email** | S213919@students.aie.edu.au |
| **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:** | 09/05/2023 |
| **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**:

* *Yourname*\_CGS\_Brief.pdf

**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: Please enter you name. Date: Please enter the date

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Task 1 – Write a Modular Complex System Brief

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

* Write a Brief for your Modular Complex System:   
  I wrote about what my complex system is and my plans for it.
  + The purpose of the system: I outlined what I am aiming to achieve within my custom unity system.
  + Libraries it relies on: I talked about how my project will not require the use of any third-party libraries.
  + The mathematical operations to be used: I outlined the process that I would need to take to make sure algorithms such as Delaunay Triangulation and Binary Space Partitioning was going to function by outlining some math that is involved in the process.
  + The advanced algorithms to be implemented: I talked about algorithms such as Delaunay and the Bowyer-Watson implementation of it, BSP and prims implementation of minimum spanning trees.
  + How it will be made modular: I outlined my plans for how I would make it modular for the user to use.
  + How to integrate your system with a new or existing application I outlined that I aim for users to install my unity project and would only require them to bring in scripts to there empty gameobjects and configure variables to fit there needs.

Name: Dylan Alvaro Date: 2/05/2023