ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course Title	Advanced Diploma		Lecturer Name & Surname	NEIL AQUILINA	
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	Evie Hammett		ID Number	458703L	Class / Group — MSD4.2C

☑	**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
☐ ☐	**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. ❖ I declare that I refused the special support offered by the Institute.
Student Signature: EAH	Date : 19/12/2020

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)