ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)
(Note : This version is to be used only for assignments uploaded via Classter)

Course Title	**BSc Year 2 - Multimedia Software Development**		Lecturer Name & Surname	Owen Sacco		
Unit Number & Title	ITCGR-506-2003 - Programming for Computer Graphics					
Assignment Number, Title / Type	Procedural Content Generation in Games – Home Assignment					
Date Set	18/12/2020	**Deadline Date**	05/02/2021			
Student Name	**Matthew Grima**	**ID Number**	**121398M**	**Class / Group**	**6.2A**	

Assessment Criteria	Maximum Mark
AA1: Produce and develop code that generates meshes	7
AA2: Produce and develop code that generates shapes such as cubes, planes and pyramids	7
SE1: Generate meshes and shapes that can be generated through code in games	10
AA3: Produce and develop code for generating trees and vegetation	7
AA4: Produce and develop code for generating natural elements (for example but not limited to: erosion, rain, wind, clouds, fog, sky etc.)	7
SE2: Generate random terrains	10
AA5: Produce and develop code that generates random levels	7
SE3: Generate random levels in games	10
Total Mark	65

Notes to Students:

- This assignment brief has been approved and released by the Internal Verifier through Classter.

- Assessment marks and feedback by the lecturer will be available online via Classter (Http://mcast.classter.com) following release by the Internal Verifier

- Students submitting their assignment on Moodle/Unicheck will be requested to confirm online the following statements:

   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
   ❖ 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.