

Assessment And Internal Verification Front Sheet- Institute of ICT

Course Title	MCAST Advanced Diploma in IT - Multimedia				
Unit Number & Title	4:Programming for Computer Games				
Assignment Title/Type	Home-Designing, creating a basic 2D game				
Date Set	20 Nov 2017		Deadline Date	18 Dec 2017	
Student Name	Jeremy Bugeja	ID Number	432298M	Class/group	IT-MSD-4.2B (2017/2018)
<input type="checkbox"/>	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 College Plagiarism Policy (Doc 032 Foundation and Technical College / Doc 099 University College).				
<input type="checkbox"/>	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:			Date:		

Assessment Criteria	Maximum Mark	Mark Achieved
KU1 Select a game engine and programming language.	5	
KU4 State the relevance of compression settings in media assets.	5	
KU5 Identify suitable resolution for images of various types.	5	
KU6 Select asset types and settings for a range of media assets for a game design.	5	
KU7 Identify resolution issues for the development platforms.	5	
KU8 Identify appropriate input devices and methods for the development platforms.	5	
AA1 Compare game engines	7	
AA2 Compare programming languages.	7	
SE1 Design and specify the details of the game to be developed, including a state machine.	10	
Total Mark	54	

Feedback

	Name & Surname	Signature	Date
Lecturer/Assessor	Neil Aquilina		
Internal Verifier : Approval of assignment brief	Carlo Mamo	ELEC SIG	22/11/2017
Internal Verifier : Approval of assessment decisions			
Learner's signature upon collection of corrected assignment			