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		**Simple 2D Car Game - Home**				
Date Set		09/12/2020	**Deadline Date**	**19/01/2021**		
Student Name	Jerome Busuttil		**ID Number**	341003L	**Class / Group**	MSD 4.2C

X	*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:	Jerome Busuttil	Date :	19/1/2021

Assessment Criteria	Maximum Mark	Mark Achieved
KU2: Describe asset types	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: Idenitfy resolution issues for the development platforms	5	
KU8: Identify appropriate input devices and methods for development platforms	5	
KU9: Show and explain how to deploy a game to multiple devices	5	
AA1: Examine and apply basic programming techniques for a simple game	7	
AA2: Develop a game with graphical and audio assets	7	
AA3: Demonstrate ability to resolve issues and input devices in the development environment	7	
AA4: Apply coroutines for a more interesting gameplay	7	
AA5: Examine and solve gameplay problems	7	
SE2: Resolve programming issues related to sound, graphics and gameplay	10	
Total Mark	75	

Assessor's feedback to student

(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)