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| Item | Completed |
| I have read all of the assignment brief, its learning outcomes and marking criteria. I have clarified anything that I am unsure of with the module coordinator. |  |
| I have made regular backup copies of my work. |  |
| **Report Checklist:** | |
| Title slide, giving proposed applications and authors’ name, etc. |  |
| Overview of game application project idea |  |
| Unedited demonstration of the Gameplay |  |
| Description of application Requirements |  |
| Detailed description of UI / Interaction design (e.g., screen shots, game assets, scenes) |  |
| Description of application internal design (e.g., class diagram) |  |
| Proposed use of additional frameworks |  |
| Discussion of perceived challenges and plan |  |
| Video logs have been uploaded, weekly progress reported. |  |
| My presentation explains the task I have undertaken. All images are presented using academic conventions (using figure numbers, heading and titles). |  |
| All work that is not my own is correctly referenced either in the presentation and / or sources code. |  |
| I have watched my video to check for any inaccuracies. |  |
| I have made sure the audio is of good quality and/or text is clear. |  |
| **Source Code / Project Files and Built App Checklist:** | |
| Fully commented game application source code |  |
| Clear demonstration of implementation of prototype to include requirements, design and feature set as proposed in Stage 1 |  |
| Clear and obvious approach to the testing of the game and an understanding of game performance monitoring and optimisation |  |
| I have my source code with me too. |  |
| I have uploaded all the required files in plenty of time to the correct module Moodle assessment point. |  |
| I have prepared and export the videos to mp4 format. |  |
| I have read the feedback, clarified any points I did not understand with the tutor and have acted upon the advice. |  |

**Assignment Checklist**

**Final Re-submission checklist**