Assessment Submission Coversheet:  
Maths for Games

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| **Student Name:** | **Justin Katic** |
| **Student Number:** | S191284 |
| **Student Email** | s191284@aie.edu.au |
| **Course Stream:** | ICT50215 - Diploma of Digital and Interactive Games |
| **Assessment Name:** | Maths for Games |
| **Units Covered:** | ICTPRG515–Review developed software  ICTICT514–Identify and manage the implementation of current industry specific technologies |
| **Teacher/s:** | Jay Yabsley |
| **Due Date:** | 24/04/20 |
| **Date of Submission:** | *24/04/20* |
| **Assessment Work Location** | AIE canvas |

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: Please enter you name. Date: Please enter the date

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**Work Submitted:***Tick to acknowledge you have submitted each required piece of assessment work.*

1. **Completed Distributable Maths Classes.**  
   submitted and completed all required fields for my math classes.
2. **Unit Test Results.**

Submitted test result file with all test passing

1. **Graphical Test Application.**

In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

1. **Peer Review Document.**

Submitted a peer review word doc that was reviewed by Harrison as well as submitting the review I did for Igor’s submission

1. **Version Controlled Project and Report.**

Submitted 300 word doc describing the benefits pros and why I would use version control.

1. **Number Conversion Exercises.**

Submitted number conversion exercise and for the final question my new colour method is on line 63 in my mathClasses – colour. The unit test is located on line 555 in unitTest1.cs

1. **Application Handover.**

Submitted all folders in zips and into canvas.

*For more information on these parts, please click on the* ***Subject and Assessment Guide*** *link in the course* ***Game Programming Year 1*** *under the subject* ***Maths for Games*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2020 Subject & Assessment Guide – Maths for Games***

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**Submission Checklist:**

|  |  |
| --- | --- |
| **General** **Description** | **Y/N** |
| All submitted projects compile without errors  Programs that don’t compile cannot be assessed | Y |
| The program includes a “readme” or document explaining how to compile, execute and operate the program | Y |
| The program performs as described in the general description | Y |
| The program contains no logical errors | Y |
| The code is sufficiently commented and clean | Y |
| An attempt has been made to increase the program’s efficiency | Y |
| Code compiles without no warnings | Y |
| Program executes without crashing | Y |
| Program has no memory leaks, and closes all files after use | Y |
| A release executable has been made and included in the submission | Y |
| Project files and source code are included in the submission | Y |
| All files are packaged in a single compressed archive | Y |

To ensure you have submitted the right components, please fill out these checklists.

**Required Features**  
**Complete the following table by providing the class name or file name, along with the line number, to show where you have implemented each feature.**

|  |  |  |
| --- | --- | --- |
| **Feature** | **Class/File** | **Line Number** |
| The tank’s position and orientation are calculated using your Vector and Matrix classes (any third-party math library included in the framework is not used) | TankGame.cs | Line 463 - 478 |
| A matrix hierarchy is correctly implemented (moving the tank base affects the position/orientation of the turret; the bullet is not affected by changes in either the turret or tank base) | TankGame.cs | Line 463-478 |
| The program accepts user input in the manner specified in the requirements above | TankGame.cs | 414-460 |
| You have included commit logs or other similar evidence showing the use of version control software for the duration of the project | Yes, located in commit.txt inside of zip folder |  |
| Your Vector and Matrix classes are included in your project | TankGame.cs | Line 5 |
| Your project opens a graphic display window and draws a tank | Program.cs | Line 17 |
| The turret rotates correctly | TankGame.cs | Line 439-447 |
| The bullet spawns at the correct position and travels in the direction the turret is pointing | TankGame.cs | Line 455-456 |