|  |  |  |  |
| --- | --- | --- | --- |
| **Name:** |  | **Date submitted:** |  |

**Code works with the following versions**

|  |  |
| --- | --- |
| **Python version:** |  |
| **Arcade version:** |  |

**Copyright information**

**Graphical Assets**

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Created/Creator** | **License** |
|  |  |  |
|  |  |  |
|  |  |  |

**Sound Assets**

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Created/Creator** | **License** |
|  |  |  |
|  |  |  |
|  |  |  |

**Code**

Code created by myself. Inspired by and adapted from the following tutorials

|  |  |
| --- | --- |
| **Tutorial Name** | **Link** |
|  |  |
|  |  |

**Final Testing**

Please describe how you know your final game works

|  |
| --- |
|  |

**Authenticity Statement**

|  |  |  |  |
| --- | --- | --- | --- |
| Other than using tutorials and example code, all this work is my own. I understand all of the code and can explain it. | | | |
| **Signed:** |  | **Date:** |  |

## Handing in checklist

Please ensure you have zipped up the following and handed it in.

* MVP description.
* All the code.
* Screenshots of commits if bit bucket was used otherwise all the folders used for versioning.
* All the assets required to run the game.
* All the sprint documentation saved as pdf.
* All the movies used in sprint documentation.
* All the documents linked to in the sprint documentation as pdf.
* All the testing documentation as pdf.
* Reflection on planning
* This document, completed, printed and signed.