



**CTU** training solutions

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SUMMATIVE ASSESSMENT	
QUALIFICATION:	NATIONAL CERTIFICATE: INFORMATION TECHNOLOGY (SYSTEMS DEVELOPMENT)
MODULE:	GAME DEVELOPMENT
MODULE CODE:	GPG512
HAND OUT DATE:	28 October 2019
SUBMISSION:	14 November 2019
TOTAL MARKS:	100
DEVELOPER:	Auret Calldo

You have been tasked to create a Game that showcases your skills for a Game Development Company and have requested that the following be included in your Game:

- Must have Multiple levels/Rounds
- Must be a 3D Game
- Must have a Genre
- Must have a start Menu
- Game must have 1 Objective per level/Round
- Game Should end if Player health is 0 or if the Timer runs out
- Game must have a UI that shows the current objective
- No Payed/completed game assets may be used(Free Objects may be used but no completed Games may be used and/or altered)

<b>Mark sheet</b>			
	Total Marks	Marks	Moderated

		<b>100</b>	<b>0</b>	<b>0</b>
1.1	<ul style="list-style-type: none"> <li>Must have Multiple levels/Rounds</li> </ul>	20		
1.2	<ul style="list-style-type: none"> <li>Must be a 3D Game</li> </ul>	10		
1.3	<ul style="list-style-type: none"> <li>Must have a Genre</li> </ul>	10		
1.4	<ul style="list-style-type: none"> <li>Must have a start Menu</li> </ul>	15		
1.5	<ul style="list-style-type: none"> <li>Game must have 1 Objective per level/Round</li> </ul>	20		
1.6	<ul style="list-style-type: none"> <li>Game Should end if Player health is 0 or if the Timer runs out</li> </ul>	10		
1.7	<ul style="list-style-type: none"> <li>Game must have a UI that shows the current objective</li> </ul>	10		
1.8	<ul style="list-style-type: none"> <li>No Payed/completed game assets may be used(Free Objects may be used but no completed Games may be used and/or altered)</li> </ul>	5		