Assessment Submission Coversheet

# Game Engine Scripting

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| **Learner Name:** | Ryan Ashtari |
| **Learner Number:** | S241882 |
| **Course:** | ICT50220 Diploma of Information Technology / CUA51020 Diploma of Screen and Media |
| **Assessment Name:** | Game Engine Scripting – User Interface Design |
| **Units Covered:** | ICTGAM554 – Create games for mobile devices  ICTGAM532 – Crete design concepts for digital games and 3-D media  ICTGAM537 – Prepare games for different platforms and delivery modes  CUADIG414 – Write and apply scripting language in authoring |
| **Trainer:** | James Mills |
| **Date of Submission:** | *Will be automatically recorded on 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. Submit with your assessment to Canvas.

Name: Ryan Ashtari

# Submission requirements

*Tick to acknowledge you have submitted this part of the assessment.*

1. **Design Document (Individual Task)**

Project Overview

High Concept and Mock-up.

Character

Camera

Controls

Game States

Splash Screen

Main Menu

Gameplay

Roadmap

Credits

Third-Party Works

1. **File Submissions (Individual Task)**

RyanAshtari\_ProjectProposal.docx