Assessment Submission Coversheet

# Maths for Games

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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:** | Maths for Games – Task 1 |
| **Units Covered:** | PGDMTH6005 – Apply fundamental games programming mathematics skills  CUADIG511 – Coordinate testing of interactive media products |
| **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. **Vector types for 3D Vectors (Individual Task)**

Data Types Implemented (Vec2, Vec3, Vec4)

Implemented the functionality of pre-laid out methods revolving around the vector types as well as related operator overloading

1. **Matrix types for 3D Matrices (Individual Task)**

Data Types Implemented (Mat3, Mat4)

Implemented the functionality of pre-laid out methods revolving around the Matrix types as well as related operator overloading

1. **Color type (Individual Task)**

Data type implemented

Filled out methods pertaining to RGB and Alpha values with corresponding operator overloading

1. **Unit testing (Individual Task)**

Implemented unit tests for data types

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

RyanAshtari\_MathsForGames\_Source\_Task1.zip

* Free of build files/folders
* Free of all tutorial/walkthrough folders
* Solution compiles without errors