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 2 |
| **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. **Number Conversion Problems (Individual Task)**

Question 1 Answered

Question 2 Answered

Question 3 Answered

Question 4 Answered

Question 5 Answered

Question 6 Answered

Question 7 Answered

1. **Unit Test Implementation (Individual Task)**

Added a new Unit Test

Checks Bit shifting R to G

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

RyanAshtari\_NumberConversion.docx

RyanAshtari\_MathsForGames\_Source\_Task2.zip