Assessment Submission Coversheet

# Maths for Games

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| **Learner Name:** | Please enter your name. |
| **Learner Number:** | Please enter your student number. |
| **Course:** | ICT50220 Diploma of Information Technology / CUA51020 Diploma of Screen and Media |
| **Assessment Name:** | Maths for Games – Task 3 |
| **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: Please enter you name.

# Submission requirements

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

1. **Tank Base (Individual Task)**

Drawing

Rotates Left and Right using matrices and vectors

Moves forward and back using the forward vector of the matrix

1. **Turret (Individual Task)**

Drawing

Parented to the base so it rotates and moves with it

Rotates independently from the base

1. **Fire a bullet (Individual Task)**

Spawns at the end of the turret

Travels in the direction the turret is facing

Not parented to the base or the turret

Simple collision detection

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

FullName\_Tank\_TDD.docx

FullName\_MathsForGames\_Source\_Task3.zip

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

FullName\_MathsForGames\_Build\_Task3.zip

* All exe’s of assessment projects contained within