

ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

(Note: This version is to be used only for assignments uploaded via Classter)

Course Title	BSc Year 2 -	Multimedia Software Development	Lecturer Name & Surname	Owen Sacco		
Unit Number & Title		ITCGR-506-2003 - Programming for Computer Graphics				
Assignment Number, Title / Type		Procedural Content Generation in Games – Home Assignment				
Date Set		18/12/2020	Deadline Date	05/02/2021		
Student Name	Sean Farrugia		ID Number	339000L	Class / Group	MSD 6.2A

Assessment Criteria		
AA1: Produce and develop code that generates meshes	7	
AA2: Produce and develop code that generates shapes such as cubes, planes and pyramids	7	
SE1: Generate meshes and shapes that can be generated through code in games	10	
AA3: Produce and develop code for generating trees and vegetation	7	
AA4: Produce and develop code for generating natural elements (for example but not limited to: erosion, rain, wind, clouds, fog, sky etc.)	7	
SE2: Generate random terrains	10	
AA5: Produce and develop code that generates random levels	7	
SE3: Generate random levels in games	10	
Total Mark	65	

Notes to Students:

- This assignment brief has been approved and released by the Internal Verifier through Classter.
- Assessment marks and feedback by the lecturer will be available online via Classter (<u>Http://mcast.classter.com</u>) following release by the Internal Verifier
- Students submitting their assignment on Moodle/Unicheck will be requested to confirm online the following statements:

Student's declaration prior to handing-in of assignment

I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy

Student's declaration on assessment special arrangements

- I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.
- I declare that I refused the special support offered by the Institute.