



Assessment Submission Coversheet: Complex Game Systems

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Course Stream:	10702NAT – Advanced Diploma of Professional Game Development
Assessment Name:	Complex Game Systems
Units Covered:	PGDGSP6006–Develop complex systems for real time applications
Teacher/s:	Jesse James Donlevy
Due Date:	08/06/2022
Date of Submission:	<i>Will be automatically recorded on Canvas</i>
Assessment Work Location	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.

Name: Sofi Wesson

Date: 8/06/2022



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Work Submitted:

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

1. ☒ Write a Brief for your Modular Complex System: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
2. ☒ Implement your Modular Complex System: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
3. ☐ Create a Proof-of-Concept Application: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
4. ☒ Evaluate your System's Performance: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

*For more information on these parts, please click on the [Subject and Assessment Guide](#) link in the course **Game Programming Year 2** under the subject **Complex Game Systems** on <https://aie.instructure.com> and read the **2022 Subject & Assessment Guide – Complex Game Systems***

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