Assessment Submission Coversheet:  
Complex Game Systems

|  |  |
| --- | --- |
| **Student Name:** | Sofi Wesson |
| **Student Number:** | 11007910 |
| **Student Email** | s201031@students.aie.edu.au |
| **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:** | *Will be automatically recorded on Canvas* |
| **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

Assessment Submission Coversheet:  
Complex Game Systems

**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***](https://aie.instructure.com/courses/813/files/577061?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Complex Game Systems*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2022 Subject & Assessment Guide – Complex Game Systems***

Name: Sofi Wesson Date: 8/06/2022