

## Assessment And Internal Verification Front Sheet- Institute of ICT

|                          |   |           |               |             |                         |
|--------------------------|---|-----------|---------------|-------------|-------------------------|
| Course Title             | MCAST Advanced Diploma in IT - Multimedia   |           |               |             |                         |
| Unit Number & Title      | 4:Programming for Computer Games  |           |               |             |                         |
| Assignment Title/Type    | Home-Designing, creating a basic 2D game  |           |               |             |                         |
| Date Set                 | 20 Nov 2017   |           | Deadline Date | 18 Dec 2017 |                         |
| Student Name             | Timothy John Xuereb   | ID Number | 396892M       | Class/group | IT-MSD-4.2B (2017/2018) |
| <input type="checkbox"/> | <b>Student's declaration prior to handing-in of assignment:</b><br>❖ I certify that the work submitted for this assignment is my own and that I have read and understood the College Plagiarism Policy (Doc 032 Foundation and Technical College / Doc 099 University College).                             |           |               |             |                         |
| <input type="checkbox"/> | <b>Student's declaration on assessment special arrangements (Tick only if applicable)</b><br>❖ I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.<br>❖ I declare that I refused the special support offered by the Institute. |           |               |             |                         |
| Student Signature:       |   |           | Date:         |             |                         |

| Assessment Criteria  | Maximum Mark | Mark Achieved |
|--|--------------|---------------|
| KU1 Select a game engine and programming language.   | 5            |               |
| KU4 State the relevance of compression settings in media assets.                           | 5            |               |
| KU5 Identify suitable resolution for images of various types.                              | 5            |               |
| KU6 Select asset types and settings for a range of media assets for a game design.         | 5            |               |
| KU7 Identify resolution issues for the development platforms.                              | 5            |               |
| KU8 Identify appropriate input devices and methods for the development platforms.          | 5            |               |
| AA1 Compare game engines   | 7            |               |
| AA2 Compare programming languages.   | 7            |               |
| SE1 Design and specify the details of the game to be developed, including a state machine. | 10           |               |
| <b>Total Mark</b>  | <b>54</b>    |               |

| Feedback |
|----------|
|          |

|   | Name & Surname | Signature | Date       |
|---|----------------|-----------|------------|
| Lecturer/Assessor   | Neil Aquilina  |           |            |
| Internal Verifier : Approval of assignment brief            | Carlo Mamo     | ELEC SIG  | 22/11/2017 |
| Internal Verifier : Approval of assessment decisions        |                |           |            |
| Learner's signature upon collection of corrected assignment |                |           |            |