

ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course	Advanced Diplo	Ma D		Legitures Name	MEII AOURINA		
Title		ma Lecturer Name & Surname		NEIL AQUILINA			
Unit Number	& Title	Programming for Computer Games					
Assignment I	Number, Title /	Research and Design – Home (24 Hour	5)				
Date Set		18/12/2020 Deadline Date 19/12/2020					
Student Name	lara Stojanović Jovanović		ID Number	0178352 A	Class / Group	WIJD4.2C	
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Student	Signature:	TSJovanovic		Date :	18th December 2020		
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	Name & Surname	Signature	Date
Internal Verifier : Approval of <u>assignment</u> <u>brief</u>		For approval signature, please refer to electronic audit trail	
Lecturer / Assessor : Issue of results and feedback to student		For approval signature, please refer to electronic audit trail	
Internal Verifier: Approval of <u>assessment</u> <u>decisions</u> (Sample)		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of correcte			

Assessment Criteria
KU1: Identify and describe different game engines for different tasks
KU3: Describe file types for media assets
KU4: State the relevance of compression settings in media assets
SE1: Design and specify the details of the game to be developed, including a state machine

Task 1: Game Engines

1. 4A Engine

- A programming language/s used: C++
- A game programmed using this engine: *Metro Exodus*
- 2D or 3D: *3D*

2. Adventure Game Studio

- A programming language/s used: C++
- A game programmed using this engine: *Blackwell*
- 2D or 3D: 2D

3. Blend4Web

- A programming language/s used: JavaScript, Python, C, C++
- A game programmed using this engine: Experience Curiosity
- 2D or 3D: 3D

4. Dark Engine

- A programming language/s used: C++
- A game programmed using this engine: Thief: The Dark Project
- 2D or 3D: 3D

5. GoldSrc

- A programming language/s used: C, C++, Assembly
- A game programmed using this engine: Counter-Strike
- 2D or 3D: 3D

Task 2: File types for media assets

a)

- <u>JPEG</u> stands for Joint Photographic Experts Group. It is one of the highly used raster formats. It makes a big different when reducing the sizes of the images. It also does not support transparency in the pictures.
- <u>PNG</u> stands for Portable Network Graphics. Also, a very common raster image format. It uses lossless file compression, so these pictures have higher quality. It is used mostly since it supports transparency in the pictures.
- <u>SVG</u> stands for Scalable Vector Graphics. This one, unlike JPEG and PNG is vector format. This type of format is made of text. It supports animation.

b)

- AAC stands for Advanced Audio Coding. It does lossy digital audio compression.
- <u>WAV</u> stands for Waveform Audio File Format. It uses lossless file compression unlike AAC.

Task 3: Compression in multimedia

A. Compression of images is used to reduce disk space of an imagine. There are two types of compression, lossy and lossless. When lossy file compression is used, some data will be lost and imagine will have less quality, but compressed file will use a small amount of disk space and it will make a big difference when having a lot of images. While using a lossless file compression, no data will be lost, and the quality will remain more or less the same, but the compressed file will take way more disk space than lossy file compression.

