**TEMASEK POLYTECHNIC**

**SCHOOL OF INFORMATICS & IT**

**DIPLOMA IN GAME DESIGN AND DEVELOPMENT**

**ASSIGNMENT BRIEF FOR PROGRAMMING WITH GAME ENGINES (CGE2C19)**

# Assignment 4: Game Programming Project – Technical Report (15%)

**Submission Date: 8 Feb 2024 - 2100 hrs.**

In this Assignment, you will document your work done for Assignment 3. I have provided a Technical Report template to you. You will fill up all the sections of this template based on how you implemented your Assignment 3.

You will also have to write a reflection not exceeding 250 words on your learning experience from Assignment 3.

## Penalty on Late Submission, Incomplete Submission & Plagiarism

All late submissions will be penalized under the three levels of lateness, as stated below. Note that plagiarism is a severe academic offence ([See TP Plagiarism Policy](http://www.tp.edu.sg/staticfiles/TP/files/studentportal/Plagiarism%20Policy.pdf)). All submitted works should be genuine and originate from you.

TP Plagiarism Policy Source:

<http://www.tp.edu.sg/staticfiles/TP/files/studentportal/Plagiarism%20Policy.pdf>

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| Late < 1 day | 10% deduction from the absolute mark. |
| Late >= 1 and < 2 days | 20% deduction from the absolute mark. |
| Late >= 2 days | No marks will be awarded. |

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