



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:	22/06/2021
Date of Submission:	<i>Will be automatically recorded on Canvas</i>
Assessment Work Location	Canvas/Drive location/file path

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: Thomas Lamb

Date: 26/06/2021



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Work Submitted:

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

1. ☒ Modular Complex System Brief: Complex game design.pdf
2. ☒ Implement Modular Complex System: ComplexGameUnity.zip
3. ☒ Integrate Modular Complex System: ComplexGameUnity.zip

*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 **2021 Subject & Assessment Guide – Complex Game Systems***

Name: Thomas Lamb

Date: 26/06/2021