Assessment Submission Coversheet:  
Complex Game Systems

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| **Student Name:** | Thomas Lamb |
| **Student Number:** | S200498 |
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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:** | *Will be automatically recorded on Canvas* |
| **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: 23/06/2021

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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***](https://aie.instructure.com/courses/635/files/360579/download?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* ***2021 Subject & Assessment Guide – Complex Game Systems***

Name: Thomas Lamb Date: 23/06/2021