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:	22/05/2021
Date of Submission:	*Will be automatically recorded on Canvas*
Assessment Work Location	Canvas

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: Benjamin McDonald   Date: 22/05/2021

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Work Submitted:

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

1. ☒ **Modular Complex System Brief:** In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

2. ☒ **Implement Modular Complex System:** In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

3. ☒ **Integrate Modular Complex System:** In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

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: Please enter you name.   Date: Please enter the date