***Assignment Checklist***

**Run through this simple tick list before submitting your work!**

Well prepared materials make your work look more professional and easier to understand.

|  |  |  |
| --- | --- | --- |
| Item | Action | Done? |
| 1 | I have used the spellchecker and proofread the work correcting errors several times. | **✓** |
| 2 | I have checked that all material is directly related to the assignment tasks. | **✓** |
| 3 | I have checked that all the required information has been included in the work. | **✓** |
| 4 | I have read all the assignment brief, its learning outcomes and marking criteria. I have clarified anything that I am unsure of with the module coordinator. | **✓** |
| 5 | I have made regular backup copies of my work. | **✓** |
| 6 | I have used the structure specified in the assignment. | **✓** |

**Submission Checklist:**

|  |  |  |
| --- | --- | --- |
| Item | Action | Done? |
| 1 | Title slide, giving proposed applications and authors’ name, etc. | **✓** |
| 2 | Overview of game application project idea. | **✓** |
| 3 | Unedited demonstration of the Gameplay. | **✓** |
| 4 | Description of application Requirements. | **✓** |
| 5 | Detailed description of UI / Interaction design (e.g. screen shots, game assets, scenes). | **✓** |
| 6 | Description of application internal design (e.g. class diagram). | **✓** |
| 7 | Proposed use of additional frameworks. | **✓** |
| 8 | Discussion of perceived challenges and plan. | **✓** |
| 9 | Video logs have been uploaded, weekly progress reported. | **✓** |
| 10 | My presentation explains the task I have undertaken. All images are presented using academic conventions (using figure numbers, heading and titles). | **✓** |
| 11 | I have watched my video to check for any inaccuracies. | **✓** |
| 12 | I have made sure the audio is of good quality and/or text is clear. | **✓** |

**Source Code / Project Files and Built App Checklist:**

|  |  |  |
| --- | --- | --- |
| Item | Action | Done? |
| 1 | I have fully commented all my source code. | **✓** |
| 2 | I have a clear demonstration of implementation of the prototype and include the requirements, design, and feature set. | **✓** |
| 3 | I have a clear and obvious approach to the testing of the game and an understanding of game performance monitoring and optimisation. | **✓** |
| 4 | I have my source code with me too. | **✓** |
| 5 | I have uploaded all the required files in plenty of time to the correct assessment point. | **✓** |
| 6 | I have prepared and export the videos to mp4 format. | **✓** |
| 7 | I have read the feedback, clarified any points I did not understand with the tutor and have acted upon the advice. | **✓** |
| 8 | I have referenced all libraries, assets, source code, and material that is not my own and provided links to where they were obtained from. | **✓** |
| 9 | I have downloaded my Moodle submission and tested its installation on a separate machine to verify that all files are working, and all dependencies are included. | **✓** |