

Assessment Submission Coversheet

Production Planning

Learner Name:	Sasha Smirnova
Learner Number:	11189250
Learner Email	S210659@students.aie.edu.au
Course Stream:	CUA51015 Diploma of Screen and Media / CUA51115 Diploma of Visual Arts:
	ICT50215 Diploma of Digital and Interactive Games / CUA51015 Diploma of Screen and Media
	☐ Programming
	☐ Design
Assessment Name:	Production Planning
Units Covered:	Programming and design stream units;
	BSBCRT501 Originate and develop concepts ICTGAM549 Collaborate in the design of 3-D game levels and environments ICTSAS527 Manage client problems BSBCMM401 Make a presentation
	Art stream units;
	BSBCMM401 Make a presentation BSBCRT501 Originate and develop concepts
Teacher/s:	Paco Casares, Aaron Cox, Dan Toose and Lyle Dalgleish
Due Date:	20/10/2021

Personal contribution

I have created concept art of characters for the first idea and also concept art of the paddles for the second idea. I will also be in charge of the particle effects and shaders for the pong game. And im going to be making 2D GUI sprites for the game

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.

Submit with your assessment to Canvas.



Name: Please enter you name



Submission requirements

Tick	to acknowledge you have submitted this part of the assessment.
1.	Proposal planning
	☐ Teamname_ProdPlan.doc
2.	Presentation of proposals
	☐ Teamname_proposals.pdf
3.	Production of documentation
	☐ Teamname_ProdBrief.doc
	☐ Teamname_Artbible.pdf
	☐ Teamname_GDD.pdf
	☐ Teamname_TDD.pdf
4.	Final approval
	☐ Teamname_feedbacklog.pdf
5.	Evaluation
	☐ Yourname_selfevaluation.pdf
	☐ Yourname_assessmentcoversheet.pdf