

Assessment Submission Coversheet

Production Planning

Learner Name:	Craig Lovell
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Course Stream:	CUA51015 Diploma of Screen and Media / CUA51115 Diploma of Visual Arts:
	☐ Art
	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
Date of Submission:	Will be automatically recorded on Canvas

Personal contribution

In a few short sentences or dot points, please describe your contributions to the group assessment item.

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: Craig Lovell

Version 1.1



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