

Assessment Submission Coversheet

Production Planning

Learner Name:	Daniel Leonards
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Course Stream:	CUA51015 Diploma of Screen and Media / CUA51115 Diploma of Visual Arts: <input checked="" type="checkbox"/> Art ICT50215 Diploma of Digital and Interactive Games / CUA51015 Diploma of Screen and Media <input type="checkbox"/> Programming <input type="checkbox"/> Design
Assessment Name:	Production Planning
Units Covered:	Programming and design stream units; <i>BSBCRT501 Originate and develop concepts</i> <i>ICTGAM549 Collaborate in the design of 3-D game levels and environments</i> <i>ICTSAS527 Manage client problems</i> <i>BSBCM401 Make a presentation</i> Art stream units; <i>BSBCM401 Make a presentation</i> <i>BSBCRT501 Originate and develop concepts</i>
Teacher/s:	Paco Casares, Aaron Cox, Dan Toose and Lyle Dalglish
Due Date:	20/10/21
Date of Submission:	Will be automatically recorded on Canvas

Personal contribution

I am an artist working on the environment, producing thumbnails, concepts, block outs and the final environment.

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: Daniel Leonards

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