ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)
(Note : This version is to be used only for assignments uploaded via Classter)

Course Title	BSc Year 2 - Multimedia Software Development		Lecturer Name & Surname	Owen Sacco		
Unit Number & Title	ITCGR-506-2003 - Programming for Computer Graphics					
Assignment Number, Title / Type	Procedural Content Generation in Games – Home Assignment					
Date Set	18/12/2020		Deadline Date	05/02/2021		
Student Name	Edrica Caruana		ID Number	388301L	Class / Group	MSD6.2A

Assessment Criteria	Maximum Mark
AA1: Produce and develop code that generates meshes	7
AA2: Produce and develop code that generates shapes such as cubes, planes and pyramids	7
SE1: Generate meshes and shapes that can be generated through code in games	10
AA3: Produce and develop code for generating trees and vegetation	7
AA4: Produce and develop code for generating natural elements (for example but not limited to: erosion, rain, wind, clouds, fog, sky etc.)	7
SE2: Generate random terrains	10
AA5: Produce and develop code that generates random levels	7
SE3: Generate random levels in games	10
Total Mark	65

Notes to Students:

- This assignment brief has been approved and released by the Internal Verifier through Classter.

- Assessment marks and feedback by the lecturer will be available online via Classter (Http://mcast.classter.com) following release by the Internal Verifier

- Students submitting their assignment on Moodle/Unicheck will be requested to confirm online the following statements:

  Student's declaration prior to handing-in of assignment
  ❖ I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy

  Student's declaration on assessment special arrangements
  ❖ I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.
  ❖ I declare that I refused the special support offered by the Institute.

Grading Scheme

Task	Assessment Criteria	Marks Awarded	Task Marks
1.1	• Mesh generator – 4 marks • Triangle generator – 2 marks • Assign materials programmatically – 1 mark		7
1.2	• Cube generator – 2 marks • Plane generator – 2 marks • Pyramid generator – 2 marks • Assign materials programmatically – 1 mark		7
1.3	• Maze generator – 5 marks • Player controller – 2 marks • Starting point and finish point markers – 2 marks • Assign materials programmatically – 1 mark		10
2.1	• Landscape generator – 2 marks • Vegetation generator – 2 marks • Tree generator – 2 marks • Randomly locating vegetation and trees along the landscape – 1 mark		7
2.2	• 3 natural elements generator (2 marks each) – 6 marks • Randomly locating natural elements along the landscape – 1 mark		7
2.3	• Finishing touches – 4 marks • Random path generator – 3 marks • Exploration game – 1 mark • Player controller – 2 marks		10
3.1	• 3 randomly generated car racing tracks (2 marks each) – 6 marks		7

	• Assign materials programmatically – 1 mark			
3.2	• Level generator – 3 marks • Car controller – 2 marks • Random start position of car controller – 2 marks • Level management (transitioning from one level to another) – 3 marks			10
Total				65