



Certificate of Achievement

Gregor Ulm

has successfully passed the course

Concepts in Games Development

by



October 6th, 2013



Note: Open2Study subjects are not equivalent to accredited tertiary or higher education subjects. Completion of this subject does not confer credit or advanced standing towards any subject, course or qualification. This certificate cannot be used to affirm that the student was enrolled or studying directly with any educational institution delivering a subject through Open2Study.

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Concepts in Games Development



Final score: 95 %

Completed assessments

Module	Score
Essentials of Game Design	100%
Making It Happen	100%
Rules, Movement and Interaction	100%
AI for Games	80%

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