



# Assessment Submission Coversheet:

## Physics for Games

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<b>Course Stream:</b>	10702NAT – Advanced Diploma of Professional Game Development
<b>Assessment Name:</b>	Physics for Games
<b>Units Covered:</b>	ICTGAM530 – Develop and implement physics in a 3-D digital game
<b>Teacher/s:</b>	Jesse Donlevy
<b>Due Date:</b>	5 March 2021
<b>Date of Submission:</b>	<i>Will be automatically recorded on Canvas</i>
<b>Assessment Work Location</b>	Canvas

### 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.

Name: Mara Dusevic

Date: 5/03/2021



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## Physics for Games

### Work Submitted:

*Tick to acknowledge you have submitted this part of the assessment.*

1. ☒ Custom Physics Simulation: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
2. ☒ Custom Physics Documentation: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
3. ☒ Advanced Physics Implemented: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

*For more information on these parts, please click on the [Subject and Assessment Guide](#) link in the course **Game Programming Year 2** under the subject **Physics for Games** on <https://aie.instructure.com> and read the **2021 Subject & Assessment Guide – Physics for Games***

Name: Mara Dusevic

Date: 5/03/2021