



# Assessment Submission Coversheet: Complex Game Systems

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<b>Course Stream:</b>	10702NAT – Advanced Diploma of Professional Game Development
<b>Assessment Name:</b>	Complex Game Systems
<b>Units Covered:</b>	PGDGSP6006–Develop complex systems for real time applications
<b>Teacher/s:</b>	Jesse Donlevy
<b>Due Date:</b>	21 May 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: 2/12/2021



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## Work Submitted:

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

1. ☒ Modular Complex System Brief: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
2. ☒ Implement Modular Complex System: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
3. ☒ Integrate Modular Complex System: 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 **Complex Game Systems** on <https://aie.instructure.com> and read the **2021 Subject & Assessment Guide – Complex Game Systems***

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