**ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | MCAST Advanced Diploma (MQF Level 4) | | | | **Lecturer Name & Surname** | | Neil Aquilina | |
| **Unit Number & Title** | | | Programming for Computer Games | | | | | |
| **Assignment Number, Title**  **/ Type** | | | Simple 2D Car Game - Home | | | | | |
| **Date Set** | | | 9th December 2020 | Deadline Date | 19th January 2021 | | | |
| **Student Name** | | Nathan Abela | | ID Number | 439799M | Class / Group | | MSD 4.2C |

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| --- | --- | --- | --- | --- |
|  | ***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 (Tick only if applicable)***   * *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.* | | | |
| **Student Signature:** | |  | **Date:** | 20/01/2021 |

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| --- | --- | --- |
| **Assessment Criteria** | **Maximum Mark** | **Mark Achieved** |
| KU2: Describe asset types |  |  |
| KU5: Identify suitable resolution for images of various types |  |  |
| KU6: Select asset types and settings for a range of media assets for a game design |  |  |
| KU7: Idenitfy resolution issues for the development platforms |  |  |
| KU8: Identify appropriate input devices and methods for development platforms |  |  |
| KU9: Show and explain how to deploy a game to multiple devices |  |  |
| AA1: Examine and apply basic programming techniques for a simple game |  |  |
| AA2: Develop a game with graphical and audio assets |  |  |
| AA3: Demonstrate ability to resolve issues and input devices in the development environment |  |  |
| AA4: Apply coroutines for a more interesting gameplay |  |  |
| AA5: Examine and solve gameplay problems |  |  |
| SE2: Resolve programming issues related to sound, graphics and gameplay |  |  |
| **Total Mark** | **100** |  |

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| **Assessor’s Feedback to student** |
|  |
| **(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)** |

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| --- | --- | --- | --- |
|  | **Name & Surname** | **Signature** | **Date** |
| **Internal Verifier: Approval of assignment brief** |  | For approval signature, please refer to electronic audit trail |  |
| **Lecturer / Assessor: Issue of results and feedback to student** |  | For approval signature, please refer to electronic audit trail |  |
| **Internal Verifier: Approval of assessment decisions (Sample)** |  | For approval signature, please refer to electronic audit trail |  |
| **Learner’s signature upon collection of corrected assignment.** | |  |  |

# Task 3

## Review, Build and Deploy the Game

### Error 1:

|  |  |
| --- | --- |
| Test Case 1 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 2:

|  |  |
| --- | --- |
| Test Case 2 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 3:

|  |  |
| --- | --- |
| Test Case 3 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 4:

|  |  |
| --- | --- |
| Test Case 4 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 5:

|  |  |
| --- | --- |
| Test Case 5 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 6:

|  |  |
| --- | --- |
| Test Case 6 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 7:

|  |  |
| --- | --- |
| Test Case 7 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 8:

|  |  |
| --- | --- |
| Test Case 8 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 9:

|  |  |
| --- | --- |
| Test Case 9 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 10:

|  |  |
| --- | --- |
| Test Case 10 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 11:

|  |  |
| --- | --- |
| Test Case 11 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 12:

|  |  |
| --- | --- |
| Test Case 12 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 13:

|  |  |
| --- | --- |
| Test Case 13 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |

### Error 14:

|  |  |
| --- | --- |
| Test Case 14 |  |
| Line Error |  |
| Error Explanation |  |
| Error Correction |  |
| Error Correction Screenshot |  |