Assessment Submission Coversheet

# Virtual and Extended Realities

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| **Student Name:** | William Beaven |
| **Student Number:** | Please enter your student number. |
| **Student Email** | S200479@students.aie.edu.au |
| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development:  Art  Design  Programming |
| **Assessment Name:** | Virtual and Extended Realities |
| **Units Covered:** | **DESIGN & PROGRAMMING**: PGDEXR6004–Identify, evaluate and apply digital extended reality technologies  **ART**: PGDEXR6011 – Create digital elements to be used within extended reality technologies |
| **Teacher/s:** | Myles Blasonato |
| **Due Date:** | 19/06/2021 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |

**Personal contribution**

I co-designed the general puzzles/game design, made assets, made dialogue, did documentation

**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. Submit with your assessment to Canvas.

Name: William Beaven

# Submission requirements (Designer or Programmer)

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

1. Analysis of Extended Realities:

***YourName*\_XR\_Research\_Report.pdf**

1. Designing for Extended Realities:

***GroupName*\_XR\_ArtBible.pdf** (Artist/s develop this document - you need to include it with your submission to canvas)

***GroupName*\_XR\_Design.zip** (Designers/s develop the majority of these documents; Programmer/s provide technical details as required)

* **Sprint\_Screenshots.folder**
* **Backlog\_Screenshots.folder**
* ***GroupName*\_ProductionPlan.pdf** (Make sure this is nicely formatted, dumping screenshots will not be accepted)
* ***GroupName*\_GDD.pdf**
* ***GroupName*\_Wireframe.pdf**
* ***GroupName*\_SWOT\_Analysis.pdf**

1. Prototyping for Extended Realities:

***GroupName*\_Source\_Files.folder**

1. Deliver a Playable Game Build:

***GroupName\_ApplicationName*.apk**