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| **ASSESSMENT COVER SHEET** |  |

*Students should add this coversheet, to the start of their assessment before submission through Turnitin.*

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| **School** | Psychology and Computer Science |
| **Student ID Number** | 20853863 |
| **Module Code** | CO2301 |
| **Module Title** | Games Development 1 |
| **Assessment Title** | Unreal Game Development |
| **Course** | BSc/MComp Computer Games Development |
| **Year of Course** | 2 |

***Academic Misconduct / Plagiarism Declaration***

By attaching this front cover sheet to my assessment I confirm and declare that I am the sole author of this work, except where otherwise acknowledged by appropriate referencing and citation, and that I have taken all reasonable skill and care to ensure that no other person has been able, or allowed, to copy this work in either paper or electronic form, and that prior to submission I have read, understood and followed the University regulations as outlined in the Academic Integrity Policy and Procedure for Academic Misconduct available at the following link: <https://www.uclan.ac.uk/study_here/assets/assessment_handbook_2122.pdf>

| **Have you checked the following in order to maximise the grade you can achieve for this assignment?** | **Please select checkbox to confirm** |
| --- | --- |
| Learning Outcomes have been addressed |  |

**WELLBEING**

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| We wish to support any student who is experiencing mitigating circumstances which prevents students from performing to the best of their ability when completing or submitting assignments. If you are experiencing such circumstances, then you may apply for Mitigating Circumstances**.** Wherever possible this must be done prior to handing your assignment. | I believe  **that I do**  **I do not need**  to apply for mitigating circumstances for this assignment at this moment in time  Please **select** as appropriate.  (You may still apply for mitigating circumstances if you subsequently feel that your performance has been adversely affected by issues that you may currently be unaware of). |

| **Assessment Criteria:**  Details of this can be found in the assignment brief. In order to ensure the assessment process is fair, we want to make sure that the assessment criteria are clear to you in advance. | **Self-Evaluation:**  Simply rate how you think this assessment will perform against the assessment criteria; i.e. 1st (very good/excellent), 2:1 (good), 2:2 (competent), 3rd (basic), fail (weak).  This helps us provide detailed comments on your work and clarify things you do not understand | |
| --- | --- | --- |
| **Overall anticipated grade** | *(Enter grade band here)* | |
| **Completed Numbered Requirements** | **(Mark X if complete)** | **Notes: If it is not clear add a short note where/how the requirement was met** |
| **1** | X | CONTENT / SCREENS (MAIN\_MENU or PAUSE) WIDGETS FOR DIFFERENT SCREENS |
| **2** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / (MAIN CHARACTER) |
| **3** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / (ENEMY ZOMBIE) |
| **4** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / (GRENADE CLASS) |
| **5** | X | CONTENT / AI / (EVERYTHING IN FOLDER) |
| **6** |  |  |
| **7** | X | CONTENT / SOUND ( WAV FILE AND CUE FILE) |
| **8** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / MAIN CHARACTER / .H (LINE 37-41) & .CPP (LINE 19-30) |
| **9** | X |  |
| **10** | X | CONTENT / HUD / HUDS (WIDGET FOLDER IS WHATS INVOLVED IN OVERALL HUD) |
| **11** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / GAME CONTROLLER .CPP (LINE 10-15) (MAP IMPLIMENT, PART OF HUD) |
| **12** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / MAIN CHARACTER / .CPP (LINE 180)  C++ CLASSES / GAMES DEV ASSIGNMENT / ENEMY\_ZOMBIE / .CPP (LINE 82) |
| **13** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / (GRENADE CLASS) |
| **14** |  |  |
| **15** |  |  |
| **16** |  |  |
| **17** |  |  |
| **18** |  |  |
| **19** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / (GAME CONTROLLER) |
| **20** | X | WORLD OUTLINER / NAVMESH |
| **21** | X | CONTENT / AI |
| **22** | X | CONTENT / AI |
| **23** |  |  |
| **24** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / MAIN CHARACTER / .H (LINE 43-44) & .CPP (LINE 114-136) |
| **25** |  |  |
| **26** | X | C++ CLASSES / GAMES DEV ASSIGNMENT / GAME CONTROLLER/ .H (LINE 19-22) & .CPP (LINE 10-15) |