

Individual Project Requirements

Project Idea

2D game like “Tetris”.

Frameworks / Tools

1. MS Visual Studio 2013 Express for Desktop
2. .NET framework 4.5.2
3. WinForms / GDI+

Process

1. Generate an idea of the game
2. Present vision of the project (1 min long presentation)
3. Host the project on [GitHub](#)
4. Research the technologies of visualization:
 - a. .NET Console
 - b. WinForms / GDI+
5. Prepare project's plan and estimates
 - a. initial plan can be changed, but the plan should be kept in the actual state all the time
 - b. Development should consists of 2 phases:
 - i. Game engine implementation
 1. with minimal visualization on the console
 2. covered with automated tests (advanced requirement)
 - ii. Graphical implementation (WinForm / GDI+)
6. Implementation
 - a. Report project status (on each lesson)
 - b. Code review after each phase:
 - i. peer
 - ii. trainer
7. Present implemented project:
 - a. How project works
 - b. Technical documentation
 - c. Source code

Deliverables

1. Presentation of the project idea (1 min long)
 - a. About 10 slides
2. Plan and estimates
 - a. High level tasks

- b. Estimate in days or hours
- 3. Project hosted on [GitHub](#)
- 4. Source code
- 5. Working application with installer
- 6. Technical documentation (saved on GitHub)
 - a. Visual model(s) of the classes (UML class diagrams)
 - b. Description of the algorithms used within the project
 - c. Description of the most important or/and interesting technical decisions