## FINAL PROJECT

## GAM1516

**OBJECTIVE**

To apply the basic foundation of the .NET language and the use of the C# features.

**The Project**

**Build a Game**

Build a functional game of your choice – recommendations (tic tac toe, battleship, etc..)

**Front End – Presentation**

The front –end presentation of the game can be completed using any means you feel confortable with (i.e Unity, XNA, etc…)

**Requirements**

Your final project will be measured using the following requirements and ensuring they are met.

* Your project will be required to use the Collections (List, Hashtable)
* Your project will be required to make use of the Exception handling techniques
* Your project will be required to make use of your custom libraries and reference them.
* Your project will be required to use Delegates and Events.
* Your project will be required to use threading

**Grading**

* All the requirements above will be required to be part of your game
* Game crashing will lose points
* Incomplete games will be assessed based on the missing requirements
* Features not functioning will lose points
* Games accepting invalid entries in the data fields or unexpected behavior will lose points.

**Hand Over**

* You will be required to hand over the following deliverables
  + A Zip file containing
    - All your source code
    - External Libraries required to run the game
  + A document file identifying the group name, peers name in the group.
  + A matrix document identifying the contribution of each peer in the group and the nature of the work they have performed.

**Note**

A group leader will be required to ensure the presence of all peers in his group and their contribution.

A group leader will be required to report the absence of a peer from his group.