

INDIVIDUAL SPECIALIST COMPUTING PROJECT - TECHNICAL REPORT

Version 0.1
Computing
COMP2**

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Introduction

Hello world!

There are **TWO** key learning outcomes which you need to address in your technical report. These are:

"A good portfolio is essential for getting your first role in the games industry, and not just for artists! You will be expected to show examples of your work when applying for roles at a games studio, whether you're a game artist, programmer, designer, or any other dev role!"

— Aardvark Swift



Poster demonstrations are a common way of presenting computing projects and will help you to develop communication skills which are useful in interview contexts, especially when showcasing your portfolio work to potential employers.