

COMP220 WORKSHEET D: FINAL ITERATION

Version 1.0
BSc Computing for Games
COMP220

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Introduction

In this worksheet you have to build on the project from Worksheet C and complete a first iteration of your project

To complete this worksheet, carry out the following steps

- (a) **Implement** your chosen effect, this should take into account your plan and feedback from tutor
- (b) **Profile** the performance of the prototype

Submission instructions

Continue using the repository from Worksheet C, you should consider creating a new branch for this worksheet. Any documents, such as images or reports should be included in the repository.

You should complete a pull request before the hand-in on **Friday by 5pm on Week 12**. Feedback will be given in the pull request.

Marking criteria

Remember that **it is better to submit incomplete work than to submit nothing at all**. If you do not manage to finish all assigned task, then you can complete this before the submission of Worksheet B

To demonstrate **basic competency**, complete the following:

- Basic implementation of your chosen effect

To demonstrate **basic proficiency**, complete the following:

- Basic implementation which maps onto your plans from Worksheet C

To demonstrate **novice competency**, complete the following:

- Good implementation which maps onto your plans from Worksheet C

To demonstrate **novice proficiency**, complete the following:

- Very good implementation which maps onto your plans from Worksheet C and has been profiled

To demonstrate **professional competency**, complete the following:

- Excellent implementation which maps onto your plans from Worksheet C and has been profiled