

COMP220 WORKSHEET A: PROJECT FRAMEWORK

Version 1.0
BSc Computing for Games
COMP220

Brian McDonald

Introduction

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

To complete this worksheet, carry out the following steps

- (a) **Identify** the key resources for your project
- (b) **Implement** your chosen effect, this should be an initial prototype
- (c) **Profile** the performance of the prototype
- (d) **Write** a plan for the next iteration

Submission instructions

Continue using the repository from Worksheet B, 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 9**. Feedback will be given in the pull request and in class.

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:

- 1 key web resources identified
- Basic implementation of your chosen effect
- Plan for next iteration

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

- Achieve **basic competency**
- Additional web resources
- Basic profiling carried out and evidenced by screenshots or spreadsheets

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

- Achieve **basic proficiency**
- Additional Conference or Journal source
- More advanced profiling carried (again should be evidenced by screenshots or spreadsheets)

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

- Achieve **novice competency**
- Additional Conference or Journal sources

- Evidence of graphics debugging(screenshots or spreadsheets)

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

- Achieve **novice proficiency**
- Profiling results brought into the plan for the next iteration