



BSc Computing for Games Programming Practice IV

Morning



Hardware Hacking

In this morning's session you will:

- ▶ Individually, **research** heuristics and **define** a heuristic set for an analysis
- ▶ Self-organise into **TWO** groups.
- ▶ As a group, **conduct** a heuristic analysis of your game controllers
- ▶ Rotate roles and responsibilities, and refer to the assignment brief as required

Afternoon



Collaborative Project

In the afternoon session you will:

- ▶ **Design** the game.
- ▶ **Prepare** the product backlog on the Trello board.
- ▶ **Conduct** a Sprint Planning meeting with your COMP150 group.