FALMOUTH
UNIVERSITY

BSc Computing for Games
Programming Practice V

Morning

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Collaborative Project

In this session you will:

- **Write** the source code for the collaborative game.
  - Remember to update the Trello board and check your code into the shared repository.
  - Merge publishable code into the Master branch.
  - Use pair programming where appropriate.
- **Write and update** the team's weekly reports.
- **Prepare** for the Sprint Review and Sprint Retrospective.
- **Consider** what criteria you wish to use for team evaluation, peer evaluation, and self-evaluation.