

COMP130: Game Architecture

1: Introduction to COMP130

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 - ▶ Research journal (20%)
- ▶ Your main focus outside class should be the **team project**

Team development projects



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- ▶ You have begun **production**, approaching completion of your **first sprint**

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 - ▶ I.e. your game needs to be finished!!!

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- ▶ If you don't feel like you can **contribute**, don't bother trying

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- ▶ If there are issues affecting your work, **communicate!**

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- ▶ I.e. a so-so programmer with good team skills is **much more employable** than a C++ wizard who won't play nice with others
- ▶ **This project** (and similar projects in years 2 and 3) are your chance to demonstrate this skill
- ▶ Also you're building a **portfolio** — again, someone who has built something decent is more employable than someone who has good qualifications on paper but no portfolio to back them up

Worksheet A: Terminal hacking

