



## COMP130: Game Architecture

# 1: Introduction to COMP130

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- ▶ 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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- ▶ **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