COMP120 Creative Computing: Tinkering

STUDY BLOCK 1

STATUS KEY — ■ Key Tasks ■ Key Research ■ Formative Deliverable ■ Summative Deliverable ■ Feedback

Sprint 0	Sprint 1		Sprint 2		Sprint 3	Sprint 4		Sprint 5	Sprint 6		Sprint 7	Sprint 8		
WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12	WEEK 13	WEEK 14	WEEK 15
LEGO Robot Olympiad	Software Licensing	Implement Your 'Tinkering Graphics' Functions			C# Unity	IP Law	Implement Your 'Tinkering Audio' Functions			Reflect on Your Use of Intellectual Property			Reflect on Feedback	
Pair Programming	Key Programming Constructs					Reflect on Feedback	Key Programming Constructs				Reflect on Feedback	GAM130 Tasks	Implement the Key Features of Your Next Game	
Python Basics	Media Computation Techniques				Unity Scripts	Media Computation Techniques					Advanced Unity			
PyGame API	Image Formats			Code Readability		Audio Formats			Open Source					
				Code Review	Viva				Code Review	Viva				
				Interim Feedback	Live Feedback				Interim Feedback	Live Feedback			Formal Feedback	

*This module roadmap is indicative of what you should be doing across the module on a week-by-week basis. Goto http://myfalmouth.falmouth.ac.uk for actual deadlines.