



# BSc Computing for Games Programming Practice VII

# Morning



# 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.
  - ▶ Use pair programming where appropriate.
- ▶ **Write and update** the team's weekly reports.
- ▶ **Prepare** for the Sprint Review and Sprint Retrospective.
- ▶ **Complete** the team evaluation, peer evaluations, and self-evaluations.
- ▶ Should you have sufficient time remaining, **prepare** for your agile presentation.

# Visitors

- ▶ Please note that we are expecting guests to arrive around 0930-1100.
- ▶ Please provide a warm welcome, answer any questions they may have, and show off any work that you are proud of.