

COMP140 – Workshop Week 5

Version 1.0

Individual Creative Computing Project COM140

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**Exercise 1: Game Controller Project**

For this exercise you will take the UML designs from week 4 and start building your controller project

If you don’t have your Arduino, you can work on the game side of the project. As a reminder, you have to demonstrate progress on the controller and game for **Week 6**.  
  
Please consider asking for support from the module tutors if required.