TGP Contract

This contract outlines the contribution I will make to the Technical Games Programming coursework paired assessment. It will describe the number of work hours I will commit to weekly as well as the sections of the product I will work on to allow for no disagreement between me and my partner on the allocation of work.

Individually I will contribute a minimum of 5-10 hours a week to this project in order to see it finished by December 14th 2016. These hours will be supported by a 2 hour shared work time each where I can physically meet with my partner to work on any ongoing tasks or discuss the direction of the project week by week. This time will be supported by any online meetings taken by me and my partner in which we work on and discuss the project as needed throughout the week.

The project development will be split equally between me and my partner with each of us working on predefined sections of the project resulting in a completed project when each partner has completed their assigned tasks. The tasks I have been assigned to complete before the deadline for the project are as follows. I will work on the physics and collisions of the game world and also create the menu system that the games users will use to navigate the games UI. The physics and collisions will need to be completed for two playable maps which graphical design will be developed by my partner and will consist of a ball which moves around the screen and collides with objects and game boundaries causing different events to be initiated. The menu system must allow a user to navigate the game with no issues and easily access game options as well as the gamestates themselves.

In the event that I drop out of the course during the projects duration I will inform my partner at least 1 week prior to allow them time to make arrangements for the projects future and help them with any work over that week prior to make up for my absence for the remainder of the project.

Signed Joshua Moseley

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