

Checklist

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List of the material to make sure you have completed all the requirements for the class. Make sure you get everything in by the final drop day

Homework Assignments

- (15%) **Milestone 1 - Marching Aliens**
 - Demos, Video, code
 - Moving animated alien sprites in a grid
- (50%) **Final Project**
 - Complete game working
 - Design Document
 - Text files of features completed
 - Video
 - Buildable code and assets
- (15%) **Design Document**
 - Overall design / High level view
 - Component Discussions
 - Should discuss every Design Pattern used in detail
 - Minimum 10 design patterns (must match YOUR code)
 - Post-Mortem
 - Improvements, Commentary
 - Discussion of all the major systems
 - Each system (component)
 - UML of the system
 - Design Patterns Used in component
 - 2+ pages for each Design Pattern
 - Diagramming and discussion
- (10%) **Final Exam**
 - In class exam
 - Can use your design document for reference
 - Object Oriented Concepts
 - Design Patterns
 - Q & A
 - Identification

Due Dates

- **Final Drop – March 16**
 - Game drop
 - Source Code and Assets – fully buildable
 - Final Video
 - Demo of features with commentary
 - Design Document
 - List of Features working and not working