Weekly Coding Exercises #8

Task:

“Take any simple game design and break it down into the technological components you'd need to create in order to make this game. Diagram your analysis in the form of a technology tree.”

Result:

Game Text output

Button Input

Audio Samples

Audio Output

Options and Settings

Bitmap

File Save System

Clock

Player Output

Tombi

Collision Detection

Memory

Physics

CPU

Boolean Logic

Binary Representation

Mathematics (Real Numbers)

Integer Representation

Development Log:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Exercise | Task | Date | Start | End | Interruptions | Hours |
| Weekly Exercise #08. |  | 10/05/2014 |  |  |  |  |
|  | Decided the problem. |  | 1:00 | 1:05 |  | 0.05 |
|  | Research the game. |  | 1:05 | 1:35 | Conversation | 0.30 |
|  | Draw the tech tree. |  | 1:35 | 2:17 |  | 0.42 |