

The pitch is to spec a project for all DAD first years to do for their group project. It should be designed for others not yourself although you will be making it.

You should create a unique (within the class) game / interactive experience concept document suitable for a team of 4 first years to complete in 75 hours work.

The game / experience should have at least two main screens/interaction modes eg. gameplay & upgrade.

Students will be arranged in pairs for the next part of the exercise (Design doc) based on their standing [grade] within their class group.

This will be worth 5% of the module grade.

The project needs to be implemented in SFML.

GitHub classroom assignment

Document needs to be a PDF

Due before the sun comes up 18/3/23