

**Project finished at sun up on Saturday 30th April**

In a team of four dividing the work fairly between the students create a running prototype from the game design doc.

Grading spread sheet is due before sun up Saturday 1st March

This will be worth 30% of the module grade.

Petes Asteroids , compile in release and debug mode

# lowwww/Asteroids-SFML



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Contributor



0

Issues



0

Stars



0

Forks



[GitHub - lowwww/Asteroids-SFML](#) [Contribute to lowwww/Asteroids-SFML development by creating an account on GitHub.](#) [GitHub](#)

## FAQ for big project prototype

1. You should do all your work on a branch and then merge with the main branch when that aspect is finished.
2. Do not name a branch after yourself instead use names like (menu, rockets, running sprite)
3. Make sure all art work is completed and ready to use [saved as a sprite sheet if appropriate] in game and pushed to GitHub (binary source files as well as png & jpg outputs). Placeholder art should be produced immediately so team is delayed.
4. Make sure you push all branches you did any work on so that it can be graded at the end.
5. Make sure your final project is on the default branch.
6. When adding new source code files (classes) to the project do so on the main branch and only add the files and commit and push immediately. Then create a new branch and work on the class.
7. Communicate with team members more than you think is necessary.
8. Always merge main into your branch so that if you create a conflict that you can't fix it's on your branch not the main branch.
9. Don't generate a pull request unless you are running a code review before merging. [all code reviews need to be documented and emailed to Pete when they occur]
10. Don't upload files directly unless there's a reason for it, use push instead.

11. The marks for HUD, menu are for coding not assets.
12. **Make sure to include a copy of *your name git record.xlsx* renamed after you and complete it with details of all your commits past and present. Your grade will be based on this if it's missing you get Zero.**
13. **Make sure to push branches you are working on, not just the main/master. If you branch is not pushed to GitHub it cannot be graded.**
14. **Make sure to commit often, at least every hour not just once before merging.**
15. Make sure to include a reflective report [PDF] and short screen cast explaining some code or how you created some asset.
16. Don't forget to write up a page long reflective report on what you learned and how you got on. [50% of your grade]
17. Don't forget to record a short 2 minute screen cast explaining your most interesting bit of work. [50% of your grade]
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