

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 120 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.

Groups of 12 students, you get one day to pick a partner, then I match you up.

This will be worth 4% of the module grade.

The project needs to implemented in SFML.

GitHub classroom assignment

Document needs to be a PDF

Due before the sun comes up 25/2/25