

Project finished at sun up on Monday 14th April

First in, create a team using your colour name, everyone else join the team.

Sample video

[first year sfml project trailer.mov](#)

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

Grading spread sheet and game choice is due before sun-up friday first week back.

Prototype due sun up Monday 14/4/25

This will be worth 24% of the module grade.

Classroom assignment

Petes Asteroids , compile in release and debug mode

lowwwwe/Asteroids-SFML



1

Contributor



0

Issues



0

Stars



0

Forks



[GitHub - lowwwwe/Asteroids-SFML](#) Contribute to lowwwwe/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).
4. Make sure you push the branch you did the 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.
10. Don't upload files 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 push branches you are working on, not just the main/master. If your branch is not pushed to GitHub it cannot be graded.**
13. **Make sure to commit often, at least every hour not just once before merging.**
14. Make sure to include a reflective report [PDF] and short screen cast explaining some code or how you created some asset.
15. **Project management will be graded on a PDF report written by each manager detailing what they did towards project management and influenced a little by the actual resulting project progress.**

Teams: You can do either game, my choice is the top one.