

Lab3 - Starting Work with a prototype

COMP394 - Practical Game Design

Purpose:

- Create a prototype to be used as an illustration for the coming topics.

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%):

- Follow the hands-on class work.

Challenge (50%):

- TBD

Deliverables:

- Zip and upload in Lab3 folder.