Lab9 - Level Design

COMP394-001 - Practical Game Programming
Fall 2024

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM. (you can try to finish most of the work in class as well).

ClassWork (50%): - Follow the hands-on class work taking relevant **snapshots** in a document named **Lab9_Snapshots_{YourInitials}**.

> (i) Substitute all instances of *{YourInitials}* with your initials :)

Challenge (50%): Continue working with the class instructions on your own til you complete the Lab9.