Project Based Learning @ROOT - IT

https://github.com/Root-YT

1. **Game Development - Project Guidelines**

2. **Understanding Game Rules and Guidelines**

3. **Tic Tac Toe - Project Decomposition**

4. **Markdown for Project Planning and Decomposition**

5. **Game Suggestions**

Game Development - Project Guidelines

1. **Develop the game as a Console Application (can opt for GUI later).**

2. **Understand the Game: Use the YouTube links given to look into the game rules. Use the guidelines to understand the game thoroughly.**

3. **Decompose the system into smaller and easily manageable units/problems.**

4. **Explain your thought process on how to approach each sub-system / sub-problem and make the design decisions.**

5. Write code for each of the individual sub-problems / sub-systems / units separately. (Code snippets of important sections/algorithms)

6. Test if the code is working properly for the problem on hand. (Screenshots/video)

7. Integrate those solutions to solve the overall game. (Code snippets of important sections/algorithms)

8. Test the overall game flow and check if the provided solution works as expected for all possible scenarios. (Screenshots/video for each possible scenario)

9. Document the entire process from understanding to testing the overall game as a .md (markdown file) with images/screenshots, links and even video recordings of gameplay if possible. Provide code snippets to explain the solution given for each individual problem (at least for the important ones).

10. Use GitHub and share the repository link and also add it to your resume. If possible create a central repository that has a readme file that provides links to all your projects and use that link in your resume.