Formatting, headings, contents, custom style

1. Introduction

2. Outline game design – mechanics, relate to existing games (bibliography reference)

Graphics, design patterns?

3. Talk about User stories - worked together

Core requirements – alternate ideas for some

4. Software design – 3d dev techniques (shaders, lighting, texturing…etc)

Talk about OOD (classes, inheritance etc…)

Class diagrams – high level – why?

Flow charts when applicable/pseudocode - why this method?

Player

Enemy

Other

Equations – more than 3 (bibliography reference and titled)

5. Testing plans – me

Ad-hoc testing as we go

6. Wbs/task list - david

7. Gantt chart - david

8. Conclusion

Reflection

What went well

STRENGTHS OF SOFTWARE DESIGN (detailed?)

WHAT WE LEARNT FROM GROUP WORK (allocating of tasks and working on them)

Backups – github repo

What could have gone better

WEAKNESSES OF SOFTWARE DESIGN

WHAT COULD BE IMPROVED IN GROUP WORK (more collab)

Time management

Identify and resolve problems?

Ad-hoc testing?  
 Gantt chart detail?

Appendix – also who did what

Bibliography

200 words per section X8 = 1600 words