Assignment 1: Demo Project

You have 1 week to complete this task.

We would like to ask you to create a Demo Project within this time.

There are no constraints to the kind of game or what game mechanics you use.

In addition you should provide a 1 pager on the game describing the features and elements of the game and how they work

We recommend you not to copy existing projects but come up with something individually.

You are welcome to use your own assets

Please let us know if you have any queries or questions.

Assignment 2: State model

Task description:

You need to test a clock radio. You decide to make a state model of the clock radio. The requirements of the device are:

1. The device can be on or off.

2. The alarm-time can be set if the time is set.

3. The alarm can be on or off.

4. The alarm can be set to on if the alarm-time is set.

5. If the alarm is ringing you can snooze 2 times for 10 minutes.

6. If you stop the alarm, the alarm-time is the same the following day.

Your task is to:

- Create the state diagram for the alarm clock

- Point out problems with the requirements if you encounter any

- Create a set of tests based on your model

- Make your assumptions about your model explicit.