

MONASH Handbook University 程序代写代做 CS编程辅导





FIT3039

project 1

WeChat: cstutorcs

Assignment Project Exam Help

Email: tutorcs@163.com

Overview

The principal development process focus of the unit will be on the social, legal and business context in which multimedia and games development companies must operate. You will work actively in teams on the development of annultime ting of games application or exhibit. Project teams will use project planning/management skills, and design and build a prototype of the project using appropriate software processes and methodologies. You will integrate multimedia, programming and technical knowledge in the development process. Requirements are fulfilled by the team producing an identified set of deliverables. The team must ensure that each deliverable is completed on schedule.

Faculty:

Owning organisational unit:

Faculty of Information Technology Faculty of Information Technology

Study level:

SCA band:

Undergraduate

EFTSL:

Credit points:

0.125

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Offerings

S1-01-CLAYTON-ON-

Location: Clayton

Teaching period:

First semester WeChat: cstutorcs

Attendance mode:

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S2-01-CLAYTON-ON-CAMPUS

Email: tutorcs@163.com

Location: Clayton

Teaching period: Second 149389476

Attendance mode: On-campus

https://tutorcs.com

Rules

Enrolment Rule

Prerequisite: (FIT2091 and (FIT2087 or FIT2098)) or (FIT2073 and FIT2096)

Contacts

Chief Examiner(s)

Mr Josh Olsen

Josh.Olsen極o病.祇写代做 CS编程辅导 Email:

Offering(s):

· Applies to all



Learning outo

WeChat: cstutorcs On successful completion of this unit, you should be able to:

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Develop a project management plan for delivering a multimedia/game application or

1.

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- 2. Create a game/multimedia application or product OR create a working prototype of a game/multimedia application or product: 749389476
- Work collaboratively in a team environment; 3.

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- Communicate project progress to stakeholders; 4.
- 5. Document and report on project progress.

Teaching approach

Active learning

Assessment summary

Supplementary assessment is not available for this unit. Check the supplementary assessments page for details about exemptions.

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Assessment

A1: Project Plan (1st Project Plan/Project rev

roject Review (2nd Semester Project)

Value %: 15

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A2: Design Document Assignment Project Exam Help

Design Document

Value %:

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A3: Major Project Delivery

Major Project Delivery https://tutorcs.com

Value %: 30

A4: Reflection & Progress

This assessment involves weekly check-ins and the creation of a reflection journal outlining the process taken to develop your project across the semester.

Value %: 40

Offering(s):

· Second semester, Clayton, On-campus

A4: Reflection Journals

Reflection Journals

Value %: 40

Offering(s):

· First semester, C框。序域写代做 CS编程辅导





Studio activities

Total hours: 48 hours WeChat: cstutorcs

Offerings:

· Applies to all offer Assignment Project Exam Help

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Workload requirements

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Workload

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Minimum total expected workload to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include associated reading and preparation for scheduled teaching activities.

Learning resources

Technology resources

There are no specific software requirements for this unit due to the varying nature of the projects chosen. After choosing your project you will be required to use the most appropriate development software.

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