



MONASH
University

Handbook

程序代写代做 CS编程辅导

Unit



FIT3040 project 2

WeChat: cstutorcs

Assignment Project Exam Help

Overview

Email: tutorcs@163.com

QQ: 749389476

<https://tutorcs.com>

You will work actively in teams on the development of a multimedia or games application or exhibit. Using project planning/management skills along with other development procedures, you must then deliver a functional multimedia system or game, along with all requisite documentation, which integrates multimedia, programming, and technical knowledge in the development process. Requirements are fulfilled by the team producing an identified set of deliverables, usually a progress report, full system documentation, and functional project. The team must ensure that each deliverable is completed on schedule, with each member of the team demonstrating a significant contribution to the overall effort.

Faculty:

[Faculty of Information Technology](#)

Owning organisational unit:

Faculty of Information Technology

Study level:

Undergraduate

SCA band:

2

EFTSL:

0.125

Credit points:

6

Open to exchange or study abroad students?

No

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Offerings

S1-01-CLAYTON-ON-CAMPUS

Location: Clayton

Teaching period: First semester

Attendance mode: On-campus



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S2-01-CLAYTON-ON-CAMPUS

Location: Clayton

Teaching period: Second semester

Attendance mode: On-campus

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Requisites

Prerequisite

→ FIT3039

6 CP

Studio project 1

Contacts

Chief Examiner(s)

Mr Josh Olsen

Email: Josh.Olsen

Offering(s):

- Applies to all (



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Learning outcomes

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

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1. Develop a project management plan for delivering a multimedia/game application or product;

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2. Create a game/multimedia application or product OR create a working prototype of a game/multimedia application or product;

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3. Work collaboratively in a team environment;

4. Communicate project progress to stakeholders;

5. Document and report on project progress.

Teaching approach

Active learning

Assessment summary

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Supplementary assessment is not available for this unit. Check the [supplementary assessments](#) page for details about exemptions.



Assessment

A1: Project Plan (1st Semester Project) / Project Review (2nd Semester Project)

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Project Plan

Value %: 15

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A2: Design Document

Design Document

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A3: Major Project Delivery

Major Project

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

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Value %: 40

Offering(s):

- First semester, C



Scheduled teaching activities

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Studio activities

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Total hours: 48 hours

Offerings:

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- Applies to all offerings

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Workload requirements

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Workload

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

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