

Coursework Assessment

There are three components to the coursework, each weighted one third of the total coursework mark:

- Construct a small game, simulation or user interface in Python. This can be two- or three-dimensional. You can attempt to replicate a simple game from the 1980s or an existing user interface. Ensure to keep and submit an audit trail of your work, as detailed at the bottom of this coursework assessment.
- Use C to construct a game, simulation or user interface. Note that this can be entirely different to your Python implementation, or similar. Keep and submit an audit trail of your work.
- Write **one** academic report detailing your coding and design decisions. Minimal marks will be awarded if you only describe WHAT you did. Further marks will be awarded if you describe HOW you did it. Still further marks will be awarded if you describe WHY you made your decisions. However, maximal marks will be awarded to students who do all the above, as well as CITE SOURCES backing up the reasons for these decisions. Include also a brief reflection on one or more aspects of the course material as a whole.

You are encouraged to use a range of external libraries, including graphics and physics libraries. Examples of libraries are pygame/WX (for Python) and Chipmunk/CSFML (for C). Inspiration can be taken from existing games or otherwise, but you may not copy code from anywhere without clearly referencing which snippets of code you might have used from other sources.

It is very important that you keep an audit trail of your work. This is made up of a small number (about three to five) of previous versions of your work, from its beginnings up to almost being finished. THIS WILL COMPRISE UP TO 15 PERCENTAGE POINTS OF THE TOTAL MARKS FOR THE COURSEWORK. These are to be submitted alongside your work. Note that only the source code files are needed for these, without any assets such as images, etc.