

D = Design, I = Implementation, M = Maintenance, P = Performance

Task	Core/Ext	Type	Title	Upload/Outcome	Grade	ILO	Start	End	Teaching Weeks												Exam Period		
									1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	Y	Lab	Bitbucket Setup	notes, Happy Tutor	P	M		1	1	Y													
2	Y	Lab	C++ For Programmers	report	P	I		1	2	Y	Y												
Gridworld, IDE start																							
3	Y	Spike	Gridworld	spike	P	I		1	2	Y	Y												
4	EXT	Spike	Gridworld Multi-threaded	spike	C	I, P		1	2	Y	Y												
5	Y	Spike	IDE Familiarity	spike+report	P	I, M		2	3		Y	Y											
General debugging, stacks and queues, collections and performance																							
6	Y	Lab	Debugging	report	P	I,M,P		2	4		Y	Y	Y										
7	Y	Lab	Data Structure Basics	report	P	D,I		2	4		Y	Y	Y										
8	Y	Spike	Performance Measurement	spike+report	P	D,P		3	5			Y	Y	Y									
Zorkish - states, files and graphs																							
9	Y	Spike	Game State Management	spike+design	P	I,M		3	5			Y	Y	Y									
10	Y	Spike	Game Data Structures	spike+report	P	D,I		4	5			Y	Y										
11	Y	Lab	File Input Output	report	P	I		5	6				Y	Y									
12	Y	Spike	Game Graphs from Data	spike	P	I,M		5	6				Y	Y									
Zorkish - applied patterns (component, composite, command)																							
13	Y	Lab	Attributes from Components	report	P	D,I,M		5	7			Y	Y	Y									
14	Y	Spike	Command Pattern	spike+design	P	D,I,M		6	8				Y	Y	Y								
15	Y	Spike	Composite and Component Pattern	spike	P	I,M		6	8				Y	Y	Y								
16	EXT	Spike	Configuration Files	spike	C	D,I,M		6	8			Y	Y	Y									
17	Y	Lab	Message Systems	report	P	D,I,M		7	8				Y	Y									
18	Y	Spike	Messaging: Annoucements & Blad	spike	P	D,I,M		8	9					Y	Y								
19	EXT	Spike	Messaging Extended	spike+design	C	D,I,M		8	9					Y	Y								
Test (Time Boxed Demonstration Activity!)																							
20	Y	Doc	Test	test_scan	P	D*, M*, P*		8	8					Y									
21	EXT	Doc	Test Response	test_response	C	D*, M*, P*		8	12					Y	Y	Y	Y	Y	Y				
Space Invaders (Using SDL2 for 2D, images, sound, input, collisions, performance, profiling)																							
22	Y	Lab	SDL2 Concepts	report	P	D,I		9	12						Y	Y	Y	Y					
23	Y	Spike	Sound Board	spike	P	I		9	12						Y	Y	Y	Y					
24	Y	Spike	Sprites & Graphics	spike	P	I		9	12						Y	Y	Y	Y					
25	EXT	Spike	Control Mapping	spike	C	D,I		10	12						Y	Y	Y						
26	Y	Spike	Collisions	spike	P	I,M,(P*)		10	12						Y	Y	Y						
27	EXT	Spike	Collisions Extended	spike	C	I,M,P		10	12						Y	Y	Y						
28	Y	Spike	Profiling, Performance & Optimisa	spike+report	P	P		10	12						Y	Y	Y						
Final Work, including custom project and research outcomes (D and HD)																							
29	EXT	Doc	Spike Extension Report	report	C	*		10	14						Y	Y	Y		Y	Y			
30	EXT	Doc	Custom Project Plan	plan	C	*		10	12						Y	Y	Y						
31	EXT	Doc	Custom Project D Documents	report	D	*		12	15							Y		Y	Y				
32	EXT	Doc	Research Plan	plan	C	*		10	12						Y	Y	Y						
33	EXT	Doc	Custom Project HD Documents	report	HD	*		12	15							Y		Y	Y				
34	EXT	Doc	Research Report (for HD)	report	HD	*		12	15							Y		Y	Y				
35	Y	Doc	Learning Summary Report	LSR	P	*		10	15						Y	Y	Y		Y	Y			