

Weeks 2 Lab Exercises*1. Project pitches*

Each group should pitch game and get feedback from class and instructor.

Submit your game design document.

Finalize the game idea, target audience, rules, mechanics and game narrative.

Complete list of features and assign to milestones. Check the scope. Include how you will research the market and the target audience, and how you will get feedback.

2. Set up Git or SVN and redmine access

Each group should have Git or SVN and redmine access. [Project group]

Each group should submit their base code by the start of next week's class, and create a ticket for each feature in the project. [Project group homework]

3. Deadlocks

Read through the following: introductions to deadlock, and complete the tutorials:

http://www.bogotobogo.com/cplusplus/C11/9_C11_DeadLock.php

<http://www.codeguru.com/cpp/misc/misc/threadsp/threads/article.php/c15545/Deadlock-the-Problem-and-a-solution.htm>

<https://www.justsoftwaresolutions.co.uk/threading/multithreading-in-c++0x-part-7-locking-multiple-mutexes.html>

4. Assignments

Work on assignment 1 (due next week).