Simon Shiu

From: Simon Shiu [csckshiu@inet.polyu.edu.hk] **Sent:** Thursday, April 13, 2006 12:23

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Cc: **csckshiu@polyu.edu.hk**

Subject: COMP439 Direct X Project issue

Dear COMP439 Game Programming students,

I have received some students' feedbacks last night about the difficulties of completing the group project using Direct X because of the shortage of time and the inexperience of using Direct X. I am now planning to provide an alternative project requirement for those groups which are having serious problems in completing the group project on time. Details are as follows:

If your group is not able to implement the Direct X programming part, then please hand in a written report of the program specification of the project. The program specification document should include the followings (i) how to develop a terrain, (ii) how to develop the air fighter(s) and robot(s) models and how they can be imported to Direct X, (iii) specify the logic and calculations needed for the missiles firing and laser shooting, (iv) how to program the explosion of missiles, robots or fighters; (v) how to use sound effect in Direct X. Since this program specification document does not require the actual coding of the programs, the maximum grade awarded to those groups that want to select this alternative project is grade "C", (Grade C of the group project, not the overall Grade)

For those groups that are working according to the original plan, please ignore this message, and continue with your good work.

Best Regards,

13/4/2006

Simon Shiu

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