

Exam schedule for Game programming Spring 2005.06.02

1 person : 25 min
2 persons : 50 min
3 persons : 1h 15 min
4 persons : 1h 40 min
5 persons : 2h 05 min

Tuesday the 21th of June.

8:30-9:45 "Extreme Death Rally Arena"

Troels Krogh
Kasper Pedersen
Morten Svendsen

9:45-10:10 "Game Programming, A Car Game"

Julia Grishina

10:10-10:35 "Pandakiller"

Peter Pedersen

10:35-12:15 "Car Racing and Panda3D"

Poul Peter Serek
Mikkel Mølgaard Gerhardt-Pedersen
Astrid Zidora Madsen
Sune Fengel

12:15-13:00 Lunch

13:00-14:15 "CarGame"

Frederik Hermund
Rasmus Harr
Emilie Møllenbach

14:15-15:30 "Impregnator"

Ole Reimer Stubbe Teglbjærg
Rune Malmskov Dittmer
Mikkel Christoffer Thorsted

15:30-16:45 "Greed4Speed"

Brian Larsen
Anders Walther
Simon Espelund Hansen

16:45-17:10 "Game Programming"

Thomas Risbjerg

Wednesday the 22th of June

8:30-10:10 "IT-Universal Racing"

Henrik Tomra Skovsgaard Hegner Jensen

Brian Holst Larsen

Jens Kjær Schødt

Rune Bentsen

10:10-11:50 "A Car Game, the worst cars of all times, Yugo"

Bue Pedersen

Jesper Kvist

Knud Hammerich

Thomas Schultz

11:50-12:30 Lunch

12:30-14:10 "Production Assignment : A Car Game"

Pablo Cordero

Ruth D'Souza

Timo Leinonen

Anton Messing

14:10-15:50 "PandaKart"

Christian Fehrenkamp Rask Larsen

Christian Willumsen

Martin Rene Traberg

Julian Andreas Ridley Schou

15:50-17:30 "AffBanen"

Jens Frederiksen

Morten Fæster

Jesper Mouritzen

Simon Larsen

Thursday the 23th of June

8:30-10:10 "Eksamensopgave i.. , city tournament"

Peter Andres Povlsen

Steen Rasmussen

Martin Høgedal

Steen Jensen

10:10-11:25 "DomeBuggy"

Thomas Dalsgaard

Mads Jakobsen

Anders Bo Pedersen

11:25-12:15 "Dope"

Mads Dueholm

Esben Erland

12:15-13:00 Lunch

13:00-15:05 "BumperCow Racing"

Bo Jensen

Nicki Møller

Mikkel Eriksen

Thorvald Kingbo

Henrik Bennetsen