

cisc3665, fall 2011 / prof sklar
Term Project

Instructions

This is the term project!

The purpose of the term project is to give you an opportunity to put together everything you have learned this semester, along with some creativity and ingenuity. Impress me!

This assignment is worth **15 points**, or 15% of your term grade.

This assignment is due in several parts:

- The DESIGN DOCUMENTATION was the assignment for unit IV, due on Nov 17.
- The PRESENTATION will be submitted electronically by DECEMBER 12, 6AM —AND— **will be presented in class on December 12.**
- The complete project will be submitted electronically on DECEMBER 15, by 6AM.

Project Description

The **Term Project** will count for 15% of your term grade, plus this assignment for unit IV (which is another 10% of your term grade), plus up to 5 points (5% of term grade) of optional extra credit. Complete term project is due on December 15.

The Term Project contains the following components:

- **Design Documentation** = 10%
 - i.e., this assignment (for unit IV), which was due on November 17
 - **Be sure to incorporate into your final game the feedback that was given on your design documentation!**
- **Game Implementation** = 10%
 - complete prototype should be done by December 9
 - final version of game is due on December 15
- **Presentation** = 5%
 - presentations will be 2-3 minutes long
 - **MUST** use slides (e.g., powerpoint or keynote, etc).
 - **will be done in class on December 12**
 - a PDF version of your slides must be submitted along with your assignment
- **Technical Documentation** = 5%
 - this can be turned in along with the game for up to 5 points of EXTRA CREDIT
 - due on December 15, along with the game

The game that you build for your term project must be written in **Processing**.

The game must contain the following elements:

- one character that the human user controls
- at least one non-player character that is controlled by some type of game AI
- at least 2 out-of-game screens (e.g., main menu, user preferences, hall-of-fame, save game, load saved game, etc.)
- some **unique** elements—you cannot just copy an existing game! (uniqueness doesn't mean complex)

You may choose to do your term project with ONE other person, but here are the rules of working with others:

- you will both get the same grade
- you will both take responsibility for completing the project, despite any possible arguments you might have along the way (I am not a marriage counselor who can help resolve your differences—by choosing to work in a 2-person group, you are agreeing to resolve any differences between you!)
- you will *each* write a short (no more than one-page) description of what you did on the project and what the other person did

Submission

PRESENTATION—DUE Monday DECEMBER 12, 6AM

- Make a PDF version of your slides, which you will present in class on Monday December 12.
- Submit the PDF of your slides electronically, at or before 6am on Monday December 12, using the submission page linked on the class web page.

COMPLETE PROJECT—DUE Thursday DECEMBER 15, 6AM

- Put all your materials together in one zip archive:
 1. Processing code for your game.
Be sure that the Processing code is in a folder, which contains the **.pde** file as well as any data file you use, such as images, fonts, etc.
 2. Statement of Division of Labor:
If you have done the project with another person, you **MUST** include a PDF file listing briefly what you did on the project and what the other person did. This must be **YOUR OWN STATEMENT**. **While the rest of the project submission can be the same for both partners (and can be submitted once), this part must be done individually.**
 3. Technical Documentation (*optional, extra credit*): a PDF of the technical documentation for your game, if you choose to complete this component for extra credit
- Submit your assignment electronically, using the submission page linked on the class web page.

Note that I have increased the limit on the size of uploaded documents to 10Mb. If this limit is a problem for you, try shrinking the size of any artwork before you insert it in your document (e.g., using Photoshop or Graphic Converter). If this is still a problem, let me know.

THERE ARE NO EXTENSIONS FOR THE TERM PROJECT!!!