Project Guidelines

CS 140 • Dr. Sam Vandervelde

Here are the "official" guidelines for your end-of-semester programming project.

1. Your project is due by Monday, December 17 at 5:00 pm. You will send your completed program as an email attachment, just as with homework assignments. The project is worth a total of 40 points. You may turn it in up to three days late; however, projects lose points at a rate of two points per day beyond the Dec 17 deadline.

2. The 40 points will be broken down as follows: the written proposal (5 points), program design (5 points), creativity of concept (5 points), elegance and efficiency of program (5 points), visual appeal (5 points), accuracy of program (15 points). The last item refers to how well the program runs and how error-free the code is.

3. The written proposal consists of a paragraph (but no more than a page) written in complete sentences that describes in detail how your game will operate. Your goal is to give the reader an accurate description of what they would experience if they were to play your game. You may compose your paragraph as a Word document attachment or simply as an email message. The proposal is due at the same time as your next homework, on Friday, November 30 by 5:00pm.

4. Your programming project must represent your own work. You may refer to and/or utilize portions of code that have been developed during class. However, under no circumstances should you look at or copy code from any other source, including your classmates or the internet. Furthermore you may not permit other students to look at or copy your code. However, you may consult with Dr. V, Spencer, or QRC mentors for help in coding or debugging, just as with homework assignments, as long as you acknowledge these sources in a comment at the top of your program.

5. The program must be a game that takes place within a pygame window. The game can involve animation (as with our `clickit.py` or `bounce.py` programs) or some other type of display (such as the `mastermind.py` program). You are welcome to adapt code that we have written in class, as long as it represents a substantial addition to what we have already done. You can model your game after a well-known game or make up something completely original.

6. Please call your program `SmithProject.py` and similarly if your last name doesn't happen to be Smith. Email your completed project to `svandervelde@stlawu.edu`.