

Tutorial 8

Objectives

Finalize your team and start working on the assignment/project.

Attendance Quiz

Please log on to cuLearn using one of the computer in the tutorial room and complete the attendance quiz. You can only access the quiz if you log in using one of the computers in the lab. You cannot use a laptop for this. This is a time limited quiz. Be sure to do this as soon as you arrive.

At the end of the tutorial a TA will assign you a grade, call it G , which is 0, 1 or 2, depending on the progress you make during the tutorial. If you spend your time reading mail and chatting with your friends you will receive 0. If you have completed the attendance quiz on time then G will be your tutorial grade. If you have not completed the attendance quiz on time, then your tutorial grade will be $\max(0, G - 1/2)$. Each tutorial grade will therefore be one of 0, 0.5, 1.5 or 2.

Project Teams

Everyone will be put in a team by the end of the tutorial. If you are not in a team and would like to be put in a random team, let the TA know at the start of the tutorial. The TAs will generate random 4-member teams from anyone that wants to form a team in this way.

Once you have a team, let the TA know your team name and all members in the team.

Assignment/Project

Spend the remaining part of the tutorial starting or working on the assignment/project. There should be more **talking** at this stage than writing actual code.

Start designing the classes you will need for the project. Make an API for the classes that need to be extended (**Player**, for example). Assign roles within your team. Planning and organizing now will help out later.

You have a *LOT* of freedom in this assignment/project. This is a double edged sword. It means you need to make lots of decisions at the start of the project. It also means you are free to be imaginative and have more fun with it too.

Ask questions!

You will still receive a grade for this tutorial. Grade will be based on attendance quiz (as usual) and working on

the assignment/project. Talking (about the project), working with pencil and paper (on the project) or coding (for the project) are all indicators that you are working on the project.