

**Computer Science Department
San Francisco State University
CSC 413 - Documentation Guidelines**

You are required to write a documentation **PDF** and store it in the documentation folder in your GitHub Repository.

PDFS ONLY

The documentation must include the following sections:

Your documentation **MUST** contain the following sections:

1. Title page containing
 - a. Name
 - b. Student ID
 - c. Class, Semester
 - d. A Link to the repositories.
2. Introduction
 - a. Project Overview
 - i. This section only explains the project in high-level. Pretend the audience is not well versed in programming.
 - b. Technical Overview
 - i. When writing the technical overview, you can pretend the audience is an experience programmer.
 - c. Summary of work completed
 - i. Work completed. Please discuss what you contributed to the assignment to get it working correctly. If you did not finish also list what was left not completed.
3. Development environment.
 - a. Version of Java Used
 - b. IDE Used
4. How to build or import your game in the IDE you used.
 - a. Note saying things like hit the play button and/or click import project is not enough. You need to explain how to import and/or build the game.
5. How to run your project
6. Assumptions Made when designing and implementing your project
7. Implementation Discussion
 - a. Discuss design choice made while implementing your assignment.
 - b. Please include a UML diagram of your assignment. Files related to testing do not need to be included.
8. Project reflection
9. Project Conclusion and Results.

Organization and appearance of this document is critical. Please use spelling and grammar checkers - your ability to communicate about software and technology is almost as important as your ability to write software.