Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Due Date: Monday, April 23 at the start of class

GUI TEST Project

You must create a **unique project** that represents your knowledge of using the classes/methods of the Swing package. To make this fun, I’d suggest a simple game. However, you can instead make some sort of form input for a club such as the ability to sign up for an event and then to display the list of participants. It should use concepts from the labs you have worked on, but should NOT look like any of them.

NOTE: If directions for play are NOT part of the display, you must include a text or word file(same folder as the game-call it readme) telling me how to play so I can grade your assignment.

The following rubric will be used for grading your assignment:

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Available points | Points given | Comments |
| Creativity | 10 |  |  |
| At least two scenes | 10 |  | Text box entry of name,etc is not counted as a separate scene. Could have for example a cover page for the game and then the game. |
| Animation (like snow falling, moving targets to hit) | 10 |  |  |
| Radio button | 10 |  |  |
| rolloverIcon for button | 5 |  |  |
| Input text box | 10 |  |  |
| Display of variable text(score, players name, etc) | 5 |  |  |
| Use JList (ex: menu of game level, time limit?, list of high scores) | 10 |  |  |
| Actual usability | 5 |  | Fun game, not something you’d play once and not have interest in trying again. Or a form that has a purpose/actual use |
| Timer, or use time of day | 10 |  |  |
| Good layout (multi-pane,labels,etc) | 10 |  |  |
| Extra method /class – ex JSlider | 5 |  |  |
| **TOTAL** | 100 |  |  |